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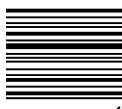
Wyrd

MALIFALUX_{2E}

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- CONGRATULATIONS TO THE 2015 RECIPIENTS OF THE BEST OF THE GAME TRADE AWARDS!
- UNLEASH THE BEASTS WITH WIZKIDS' DUNGEONS & DRAGONS ICONS OF THE REALMS MINIATURES LINE!

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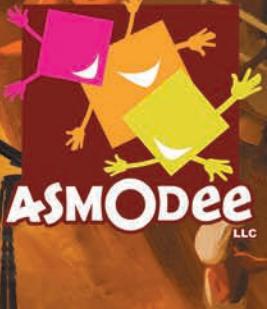
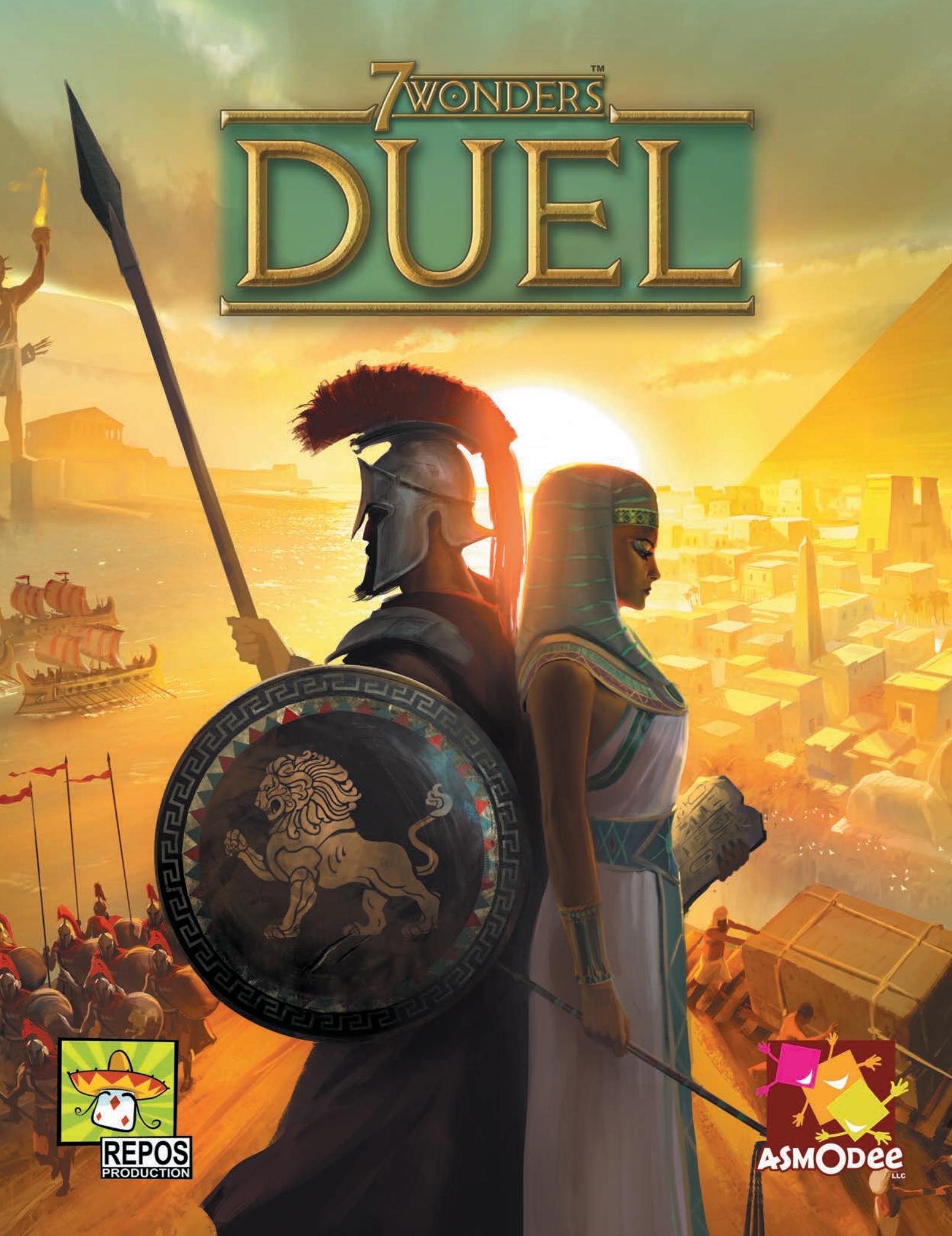


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7 WONDERS™
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COVER STORY

Through the Breach!

By Wyrd Miniatures



Your Destiny is in the Cards! Character creation is pivotal in defining a Fated's narrative in the world of *Malifaux*!

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FOREword

One of my all-time favorite science fiction films opens with "a beginning is a very delicate time," and that is certainly true as I embark upon my latest adventure as editor of Game Trade Magazine.

Know then that as you read these words in December, it is October here in the GTM Bullpen and I have been in the office for all of one week. In that time, the staff here have done a remarkable job of catching me up and bringing me to speed on all of the very exciting content we have for you in this latest issue!

Fancy a trip through the English countryside? Take a look at Alan R. Moon's synopsis of the *Ticket to Ride*'s UK expansion from Days of Wonder. Is epic fantasy more your speed? Well, then check out WizKids Games' reflections on their fantastic *D&D Icons of the Realms* miniatures line.

Or perhaps, like me, you're a fan of the futuristic? In that case, Fantasy Flight Games has you covered with their preview of *The Worlds of Android!* Last and certainly not least, please join us in congratulating all of the 2015 Best of the Game Trade Awards Winners!

And let us not forget all of our exciting regular content as well; we have excellent game reviews for your enjoyment as we take a look at Looney Labs' *Batman Fluxx*, *Hold Your Breath* by Mayday Games, and MORE! This issue of GTM also brings the humor and drama thanks to John Kovalic's *Dork Tower* as well as the latest (and final) chapter of Dynamite Entertainment's *Pathfinder Goblins* "The Mad Captain" story arc!

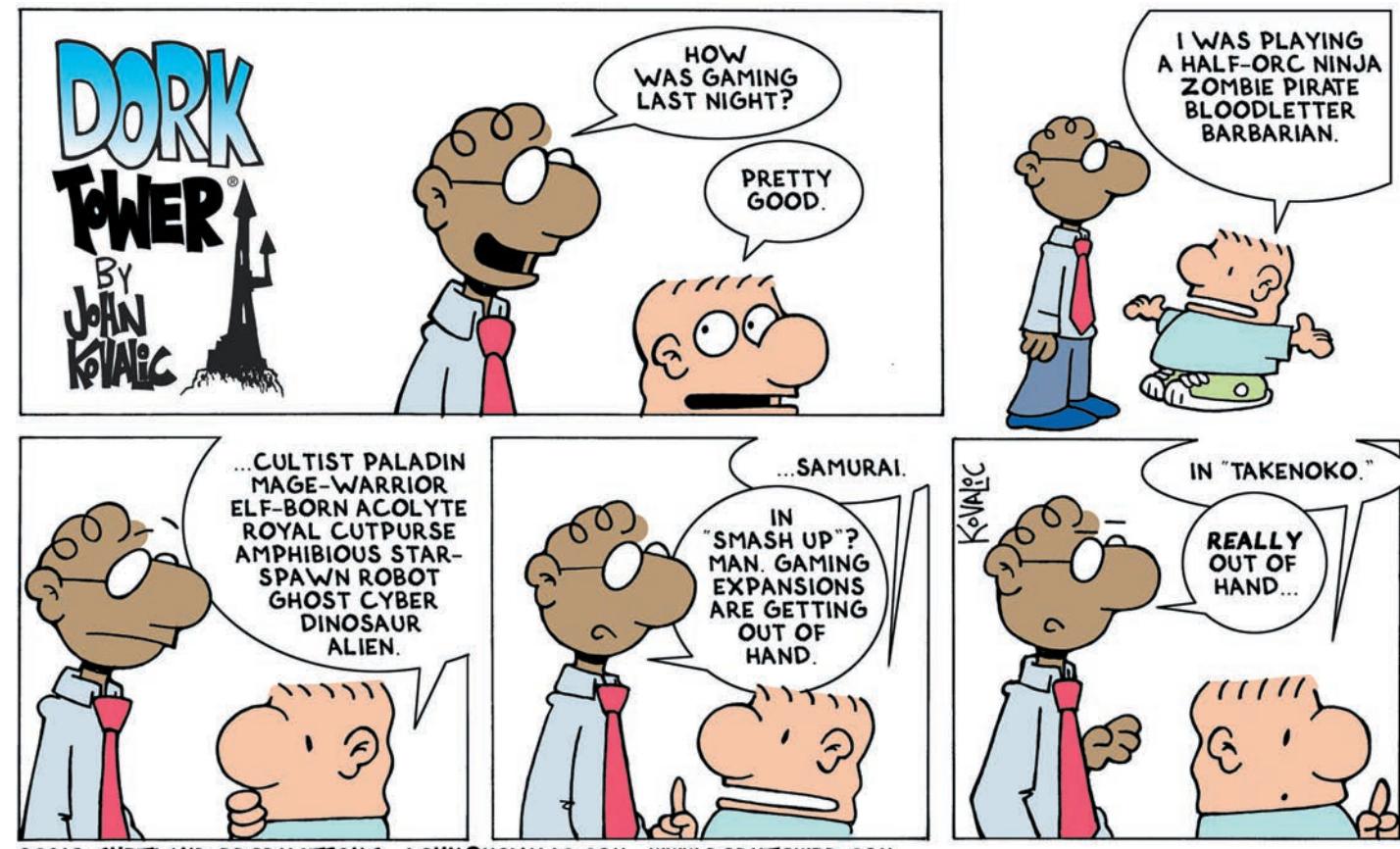
As we put a close to 2015, we would like to thank all of our contributors, staff, and our manufacturing and retail partners for another incredible year here at GTM. As we look ahead to 2016, we are very excited to bring you the latest in industry reviews and products. Best wishes for a safe and happy holiday season from our home to yours.

Jerome Gonyea — GTM 'Editor in Chief'

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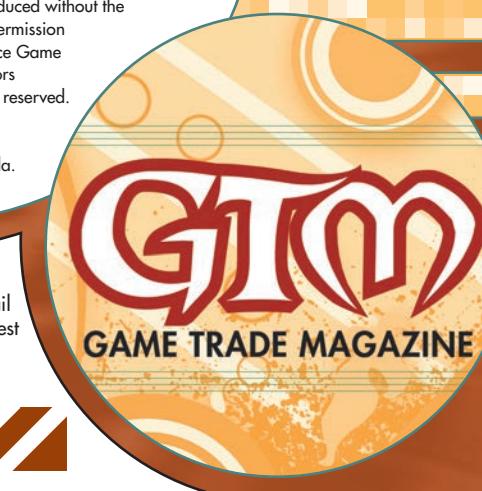
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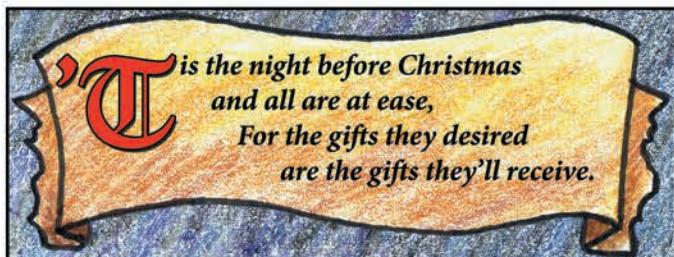
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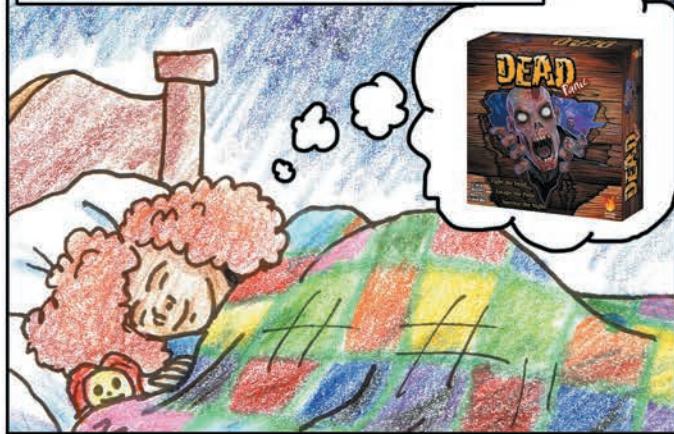
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SOPHIA IS SNUGGLED ALL WARM IN HER BED, DREAMING OF FENDING OFF THE UNDEAD.



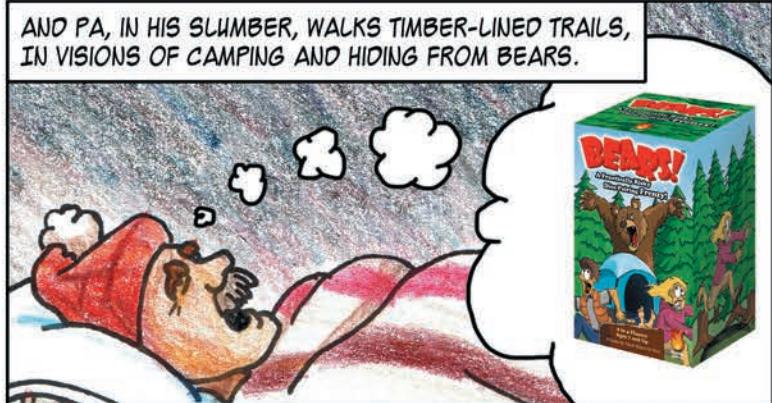
MATTHEW IS THINKING OF TROPHIES AND TREASURE, WITH A LITTLE BACKSTABBING THROWN IN FOR GOOD MEASURE.



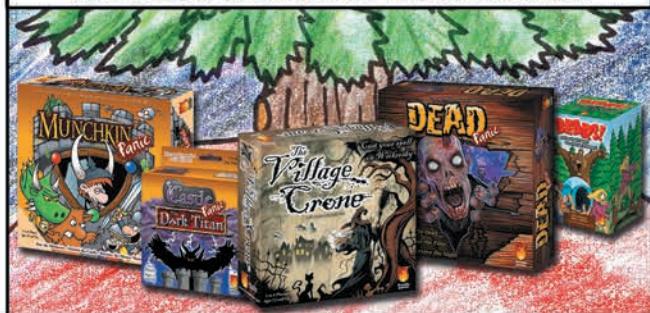
WHILE MA CASTS HER LOVE SPELL AND LETS OUT A CACKLE.



AND PA, IN HIS SLUMBER, WALKS TIMBER-LINED TRAILS, IN VISIONS OF CAMPING AND HIDING FROM BEARS.



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CREATING A CHARACTER IN THROUGH THE BREACH

THROUGH THE BREACH RPG: THE FATED ALMANAC

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Through the Breach is a new tabletop roleplaying game based in the world of *Malifaux*. It is a steampunk setting where outlaws, mages, mad scientists, and unspeakable creatures thrive. Released at GenCon, *Through the Breach* is available in local game stores now. With the game recently launching, it seems only reasonable talk a little bit about character creation.

Player characters in the game are called Fated, individuals in the world of *Malifaux* that have a destiny to fulfill. Character creation is a simple process, the full details of which can be found in *The Fated Almanac*, but we're going to go through the basic steps to hit the ground running (from the Neverborn) as soon as you get your books!

FORGING YOUR FATED

Go ahead and grab a Fate Deck (or a standard deck of cards with the two jokers). If we want a Fated character, we're going to have to start with the Fate deck. Everything in the game is resolved through card flips, and character creation is no different. You'll end up flipping five cards off the top of the deck in what is called the Cross Roads Tarot.

The first card you flip goes in the center, and it is called your Station card. Your Station has more to do with your parents or family than you directly. It lets you know what your parents may have done for a living or what they might have been involved with. The Station card, therefore, also provides some insight into who you are and what you may have learned growing up. The apple doesn't always fall far from the hanging tree.

I flipped a 10 of Rams (or Hearts), which means that my Station is Enforcer, essentially belonging to a family who was willing to break some legs to keep things in line. I think Abram, my new Fated, had parents who were strict and decisive.

The second card you flip goes to the left of your Station and is the western card. Your western card is used to determine your physical Aspects: Might, Grace, Speed, and Resilience. The flip will give you four values that you can assign to each



of these Aspects. You can start thinking about what your Fated was like growing up. Some of these numbers may be negative, but don't worry about that. Negative Aspects aren't terribly detrimental, in fact, they may even provide you some unique opportunities!

The 6 of Crows (or Spades) tells me -2, 0, 0, and +2. Having tough parents can often make a tough kid. Abram didn't grow up graceful, but he learned how to take a hit. I'll put the -2 in Grace and the +2 in Resilience.

The third card you flip goes above your Station and is the northern card. The northern card contains your root skills. It reflects many of the skills your character learned growing up, and in conjunction with the other two parts of your Tarot so far, should give you a fairly solid idea of your character's background. You can assign these values to any skills you want.

A 13 of Rams gives me only three Skills, at 3, 3, and 2. Unlike many kids his age, Abram wasn't out playing. There were things he had to learn, and he knew that mistakes were not an option.

Abram has 3 points in Labor, meaning that he's good at working tirelessly at manual tasks.

He has 2 points in Centering because he learned to keep a cool head.

Finally, he has 3 points in Pugilism, as his parents knew he might be fighting from a young age.

The fourth card is the eastern card and goes to the right of the Station. This card informs your mental Aspects: Intellect, Charm, Cunning, and Tenacity. This is also the point you should start considering your Fated as they get older. The four mental Aspects have a lot to do with learning and interacting with others, and where you assign the values will have a large impact on how your character views the world.

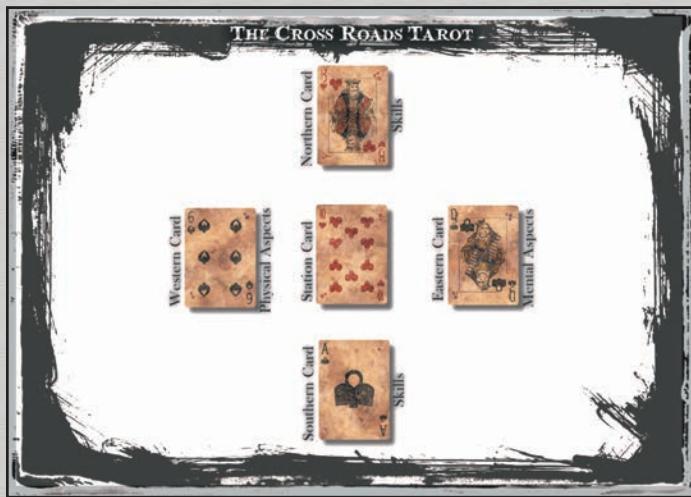
The 12 of Tomes (or Clubs) tells me my mental Aspects are -2, -1, 0, and +3. Abram is clearly growing up into a man of extremes. He focuses to the detriment of other things, and he dislikes making mistakes. He has a +3 in Tenacity because he's willing to stick anything through to the end. He's a -2 at Charm. He can't exactly relate to others well. His fairly straightforward, bullheaded approach to issues leaves him with a -1 to Cunning.

The fifth and final card is the southern card, and it goes below the Station. This provides you with your endeavor skills. These reflect

more of the skills you chose to learn as you got older, and often reflect how you currently spend your time. These skills cannot be added to the root skills, which means that you'll often end up with a Fated with plenty of skills at their fingertips.

An ace of Tomes reveals that maybe his approach to life didn't keep panning out, as he finally gains a smattering of Skills. He puts 3 points into Intimidate and 2 points into Toughness. He tried to get his way by force, but it didn't pan out. Now he's got 1 point in each of Athletics, Pistols, Track, and Wilderness. Looking at how that all turned out, I bet he's going to Malifaux because he's got no goodwill left back Earthside.

Once you've completed, you'll end up with a Tarot that looks like the below, and helps tell the narrative about your character.



FINALIZING YOUR FATED

With the Tarot basically completed, it is time to finish your character. In just a few quick decisions, you'll go from a rough concept and some numbers to a finalized person ready to go through the Breach.

The first step to finalizing is to modify your Fated. You have the opportunity here to increase an Aspect or two, so long as the starting value doesn't go above 3. In this way, you can help push your numeric character closer to your character concept, ensuring that you can spend most of your time roleplaying. After all, in a diceless game, there shouldn't be any roleplaying!

Next, it is time to discover your character's destiny. Each portion of the Cross Roads Tarot has provided a portion of the destiny, and it's time to put it all together. You read the destiny in the reverse order from that which you flipped. Starting with the southern card and making your way back to the Station, you will discover what may lie in store for your character.

Abram's Tarot will actually read: "When the gears turn upon the story best forgotten / he will trust your falsehoods / and she knows. / The sands of waters will make you clean / and it dreams of you." Of course, we don't know what this means, as only the Fatemaster can follow the threads of fate to divine Abram's destiny.

You'll be choosing a Pursuit that helps set the tone of your character. For example, choosing a Mercenary Pursuit shows a bit about how your Fated approaches problems, while a Performer Pursuit would handle it differently. A Fated's Pursuit can change constantly over time

as the character approaches the world differently. I think Abram is probably a Drudge, approaching problems with a simple tenacity.

You also get to select a Talent for your Fated from the list of General Talents. This gives you a specific advantage in the game to add on to that which you already know. And if you don't feel you know a lot, you can always choose the Blissful Ignorance Talent and gain the benefits of that! Some Talents even require negative Aspects, providing a benefit to any type of Fated you may play. Abram takes Gruff, giving him a bonus when people try to read him.

And, of course, you can't forget equipment! In a world of steampunk machines, mechanical limbs, and powerful firearms, everyone is going to want some fancy toys. Your starting Pursuit informs some of your equipment, but you also gain 10 Guild Scrip, in-game currency, to help provide those additional things that really make your Fated a living character. Abram's got a pneumatic arm that replaced the one he lost to frostbite on an expedition north.

WHAT'S NEXT?



That's really the heart of character creation for *Through the Breach*. The Fated Almanac goes into all the details and little options, but overall it's a fairly simple process that really focuses on the Fated's narrative: what were they born into, how did they grow up, how do they see the world, and what is their destiny? At its core, *Through the Breach* is a narrative-driven roleplaying game, and all the components come together to highlight the experiences of a person in the world of the breach.

Grab a Fated Almanac and bring your character *Through the Breach*, and start exploring all the dark alleys, pestilent sewers, and even the inside of the prosperous Guild Enclave!

•••

THE WORLDS OF ANDROID™

The Worlds of Android

 NAD06 | \$39.95 | Available 4th Quarter 2015

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Technological revolutions. Extraterrestrial expansion. Humanity Redefined.

Discover the technologies, events, and corporations that shaped the rich universe of *Android* and *Android: Netrunner* in *The Worlds of Android*, the definitive guide to a near-dystopian future. This beautiful, 272-page hardbound book features full-color art, stunning gatefolds, and a polyphony of narrative voices that convey the immense diversity of human experience in the astounding future of the *Android* setting.

IT IS THE FUTURE

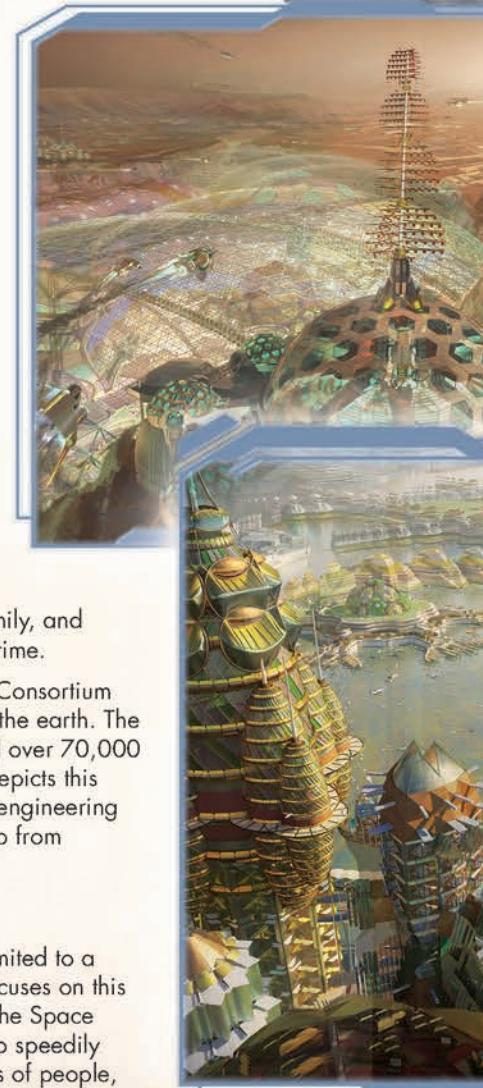
Between the early twenty-first century and the time of *Android*, four innovations transformed human existence. The first chapter of *The Worlds of Android* introduces these innovations and the ruthless corporations whose vast influence permeates almost every aspect of life. Rich narratives portray the intelligent, robotic bioroids and mass-produced clones who make up a substantial proportion of the workforce, as well as the rival megacorporations Haas-Bioroid and Jinteki that produce them. You'll enter the private domains of these corporations' shrewd and secretive leaders, Director Cynthia Haas and Chairman Satoshi Hiro, and also hear from their critics and detractors.

In the late twentieth century the internet blossomed and quickly became rooted in first-world daily life. The NBN corporation has transformed the internet into the Network, making it even more essential and ubiquitous. But NBN is much more than the Network and its sprawling infrastructure. It is the world's main producer of news, threedees, games, sense-dramas, and any other kind of data you would want to access via your PAD (personal access device). NBN also manages your credaccount, helps you stay connected with family, and collaborates with numerous governments in combating cybercrime.

Of the four megacorps that dominate the future, the Weyland Consortium has had the most obvious, literal effect upon the landscape of the earth. The New Angeles Space Elevator reaches to an asteroid anchored over 70,000 kilometers above the earth's surface. *The Worlds of Android* depicts this gargantuan structure and reveals the secrets of this incredible engineering feat as well as other secrets that Weyland would prefer to keep from becoming public.

THE WORLD CHANGED

With the completion of the Beanstalk, humanity is no longer limited to a single world. The second chapter of *The Worlds of Android* focuses on this extraterrestrial expansion and how Earth, too, has changed. The Space Elevator enabled a handful of research stations on the Moon to speedily expand into the city of Heinlein: a prosperous home to millions of people, hub for space traffic, and connecting point for travelers to Mars.





The red planet is slowly being terraformed, even as colonists agree to years of indentured servitude just to begin a new life. Multi-dome cities now dot the Martian surface, Bradbury being the first and largest with a population of millions.

At the Beanstalk's root is New Angeles, a territory of the United States stretching from the coast of Ecuador into the Andes. An elaborate gatefold depicts New Angeles' vertical diversity, from glimmering, penthouse-filled spires and open, sunlit plazas to the labyrinthine undercity where the poor, desperate, and criminal dwell. New Angeles, however, is just the youngest and greatest megacity. India's Mumbad nearly rivals it in population, prosperity, and poverty. BosWash dominates the eastern coast and political landscape of the U.S., while SanSan unites Old Hollywood glamour with Biotech Valley innovation. Europe has long been in economic decline: Paris, London, and Brussels are all but abandoned; the Thames now serves as a wheat field. In Africa a second Beanstalk may rise and create unprecedented economic opportunities.

PEOPLE DID NOT

Technology and expansion have not solved the worlds' problems. Only fifteen years have passed since the Worlds War, a conflict that affected families in the slum arcologies of Guayaquil and the newest colonies on Mars alike. On Mars the war never truly ended, and several separatist groups still undertake terrorist acts in the hope of achieving liberation from



Earth. Alongside state militaries, corporations keep tremendous numbers employed in private security firms such as Globalsec. Veterans of the Worlds War now police the streets, space, and the Network.

The book's third chapter tells the stories of those living in these fast-changing, post-war circumstances: veterans who served on Luna and Mars, clone and bioroid detectives in the New Angeles Police Department, idealistic runners ferreting out corp secrets. It also delves into the vital question of what it means to be human when clones, bioroids, and other forms of AI populate the Network and globe. As they have throughout history, many people find that meaning in religion, activism, or addiction. What of the clones and androids themselves? Do they have civil rights, spiritual and emotional needs, or even souls? That controversy is at the heart of conflicts, debates, protests, and riots and even hate crimes that occur all too frequently in this new reality.

INFINITE FRONTIERS

There is no longer a single planetary home of humanity, no longer a single form of human existence—if there ever was. There is no single world of the Android universe, and no single voice can possibly represent it. *The Worlds of Android* therefore provides plentiful perspectives, documents, conversations, images, and stories to convey the tremendous, numberless variety of future experiences.

Enthusiasts of the games *Android*, *Android: Netrunner*, and *Android: Infiltration* will naturally find much to interest them in this landmark book. But for anyone interested in where our technology may lead, and what our future may be like, *The Worlds of Android* opens up infinite new frontiers.

• • •

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Alan R. Moon
TICKET TO RIDE
 UNITED KINGDOM
 5 Map Collection

DAYS OF WONDER

TICKET TO RIDE UK

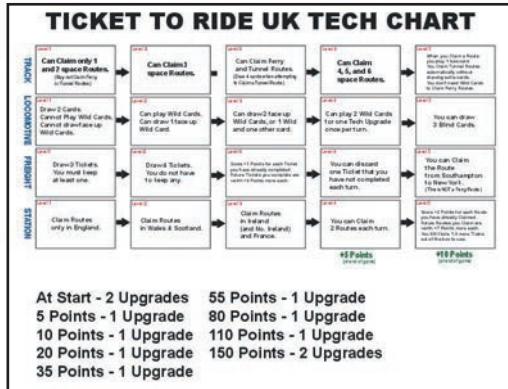
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Late last year, Mark Kaufman called me on a Sunday to tell me that he and Eric Hautemont had sold Days Of Wonder to Asmodee. Mark said he and Eric Hautemont, the two guys I was used to working with on *Ticket to Ride*, were both leaving the company and my new point guy was going to be Adrien Martinot. My first thought was, "Wow, I won't have to try to translate Eric's machine-gun rapid speak, French accent phone calls anymore." But then my second thought was "Geez, Adrien's French too, and not even a semi-Americanized Frenchman like Eric. Is there any chance his accent will be easier?"

I won't say anything more about his accent, but Adrien has been a very pleasant surprise. A man of many ideas, Adrien suggested a *Ticket to Ride* UK map and emailed me an outline of some ways to add "technology" to the rules. I was immediately taken with the idea and started thinking about how technology could be integrated into the basic system.

Almost every expansion I have done starts out as a moderately complicated version of basic *Ticket to Ride*, changing the game in one or more significant ways. Fortunately, in every case, the actual published versions are quite streamlined compared to their first prototypes. Because my goal is first and foremost to retain the heart of what is *Ticket to Ride* while adding a new, fun experience for the fans of the game.

So it was with *Ticket to Ride* UK. The first prototypes featured a Tech Chart with four or five tracks of technological developments. Here is one early version.



It quickly became obvious that it was going to be very difficult to balance the options on the Tech Tracks. The major problem being that the developments were all "bought" with points. In every playtest, one or more players jumped out ahead on points and were then able to buy more tech than the ones lagging behind. It was also hard to balance the relative worth of the tracks, allowing players to follow different strategies to victory.

After quite a few attempts, sometimes changing the Chart after each play, I came to the conclusion that I just couldn't make it work. At least, not in the time I had. Maybe if I playtested it for year, maybe it would have worked. But not in the couple of months I had.

When I announced that I was giving up on the Chart, the three



playtesters present were incredibly disappointed. I spent the next hour talking to them about the game and trying to present my reasons for needing to try something else. Their passion for the Chart-driven game surprised me, and even though I assured them the next version without the Chart would probably appeal to them, they weren't thrilled. Their lack of confidence in my ability to create another version they thought would be as fun was discouraging, but luckily I was confident enough for all of us, at least outwardly.

Instead of the Tech Chart, I decided to go with what I consider one of my strengths as a game designer: cards. So the spaces on the tracks of the Tech Chart became cards. This was immediately better, and felt more like an appropriate *Ticket to Ride* expansion, but the problem of a runaway leader or leaders remained.





Next step was to change the cost of the cards to a mix of points and Wild Cards. Again, an improvement, but not still not quite right. The final step was to use only Wild Cards to pay for the Tech Cards. Ten-minutes into that first playtest with this payment method and I knew I was almost there (a very satisfying feeling for a game designer during development). The actual cards and their costs changed quite a bit, as did the number of copies of each card, but that was just a matter of more testing.

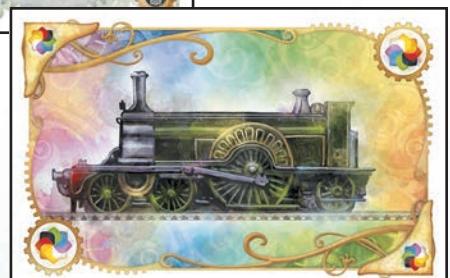
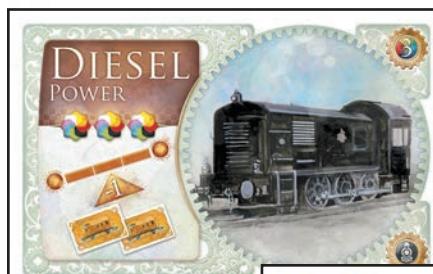
The end result is a game that feels like *Ticket to Ride* with some enjoyable differences and additions. I particularly love the fact that players have to build smaller routes so they spend a lot more turns playing cards. Which also means the competition for routes is heavy right from the start, particularly on the double routes that run from Southampton north to Scotland. There are alternate routes, but many of them are more involved. There also are at least four separate, viable strategies involving what tech you buy and what routes you build when, all of which change depending on what strategies your opponents are following.

There are a number of personal things that impacted this expansion. The two maps include Southampton — which is where I was born — and Syracuse — which is where I currently live. I also really like the fact that Reading is on both maps and that three of the four Monopoly railroad lines are also present. Perhaps the most fun for me, though, is the Southampton-New York route, which is a tribute to my grandfather, who was a steward on the Queen Mary his whole life, sailing back and forth along that route.

Oh, and Adrien, he's a keeper.

•••

Alan R. Moon's professional life has included stints as an Assistant Editor for Avalon Hill's magazine, The General; as a developer at Parker Brothers; founder of his own game company White Wind; Director of Games at FX Schmid USA; and Vice President at Ravensburger. Alan has designed and co-designed dozens of published games including Elfenland, Union Pacific and San Marco.



ICONS OF THE REALMS

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D&D: ICONS OF THE REALMS SET 3 RAGE OF DEMONS BOOSTER

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D&D: ICONS OF THE REALMS SET 2 ELEMENTAL EVIL BOOSTER

WZK 71891 \$127.92 | Available Now!

D&D: ICONS OF THE REALMS SET 4 MONSTER MENAGERIE BOOSTER

WZK 72288 \$127.92 | Coming Soon!

When WizKids launched their *D&D Icons of the Realms* pre-painted figures line, the core idea was to be as faithful as possible to the campaigns and characters players know and love. Three sets have been released so far -- *Tyranny of Dragons*, *Elemental Evil* and *Rage of Demons*, with the *Monster Menagerie* coming very soon. When each set is released, they are sold as blind boosters, with each booster containing four random figures from the *Forgotten Realms*.

The premiere release of *D&D Icons of the Realms* was *Tyranny of Dragons*, and it consists of 44 miniatures in all. Each booster contains one random large creature and three medium or small ones. Some creatures featured in this set include the Green Dragon, Gargoyle, Wood Elf Druid, Orc Fighter, and many others. This set also includes eight special transparent miniatures, which reflects the characters (or monsters) being cloaked in spells of invisibility. These iconic and legendary beings are consistent with the *Tyranny of Dragons* storyline, representing the forces of evil dragons and cultists wreaking havoc on the tabletop in your RPG. Each figure is ready for action with its own battle stance and weapon. Overall, the *Tyranny of Dragons* miniatures add a physical presence to represent the characters you know and love on your *D&D* adventurers.

Next in the series comes the *Elemental Evil* line, which shines sinister and foreboding light on an army of devious monsters and elemental entities. Coinciding with the *Elemental Evil* storyline, *D&D Icons of the Realms: Elemental Evil*, was released in March 2015 for players to expand their figure collections as their journeys on the tabletop continue introducing new characters and scenarios. The destruction being brought to the *Forgotten Realms* by the four cults of *Elemental Evil* are featured in this set. You will find the Air, Earth, Fire, and Water Elementals along with the everyone's favorite monsters like the owlbear, chimera and, of course, more dragons! These new miniatures look great on any tabletop during your *D&D* RPG adventures. And if you enjoy "virtual" *D&D* action, each *Elemental Evil* booster contains not only the four miniatures, but a digital code to claim items in the MMORPG, *Neverwinter*.

The most recent release of *D&D Icons of the Realms: Rage of Demons* hits stores August 2015 with 49 new miniatures to collect. In the *Rage of Demons* storyline, Demon Lords are invading and conquering the subterranean realm, the Underdark, inhabited by the most dangerous monsters of *D&D* lore. Well-known creatures including the Beholder, Nightmare, Roper, and more are threatening to emerge to the surface... bringing chaos to Faerûn. Players can decide their fate on the tabletop by adding these miniatures to their next RPG session. Will the demon lords rise above and reign supreme — or will they be defeated and banished back into the Underdark?

Each of these *D&D Icons of the Realms* sets are available through your retailer along with promotional incentives and premium figures. The Brass Dragon, Silver Dragon, and White Dracolich are beautiful display pieces that stand several inches taller than the miniatures found in boosters. They are sure to capture attention on the tabletop and in personal collections. Joining them as stand-out pieces are Tiamat and Bahamut the dragon gods. Tiamat, the evil god with five heads, and Bahamut, the platinum dragon, have exquisite paint jobs with detailing that sets them apart from any other *D&D* miniature making them valuable collectibles to any *D&D* fan. The scale and detail of these dragons makes them an imposing presence in any gaming session.

The current, and fourth set of *D&D Icons of the Realms*, *Monster Menagerie*, is scheduled for release in February 2016. In *Monster Menagerie* collectors will find a vast array of challenges for their heroes to overcome and allies to fight by their side. Face Bulettes as they use their powerful claws to hunt. Or the Gelatinous Cube as it scours dungeon passages, clearing anything (and everything) in its path. Or the Displacer Beast with the ability to mask itself with illusion. Summon allies to fight by your side, including companions from the new *Sword Coast Legends* video game!

No matter what storyline players choose to follow during their next RPG, these *D&D* miniatures will make outstanding additions to any team, and will lead players on one unforgettable quest.

•••

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T . I . M . E STORIES

LOADING _ THE MARCY CASE 1992 N.T.

TRANSFER COMPLETED

The transfer occurred without error.

In front of you is a crashed car which apparently mowed down everything in its way. Blood, scattered limbs, and cries of agony punctuate your arrival.



The base game

Includes the T.I.M.E Stories system and the Asylum scenario.



YOUR MISSION STARTS NOW.
WHAT WILL YOU DO?

The Marcy Case

First additional scenario.
(Sold separately)

A game by Manuel Rozoy.
Scenario contribution: Nicolas Normandon.
Artwork: Looky and Pascal Quidault.

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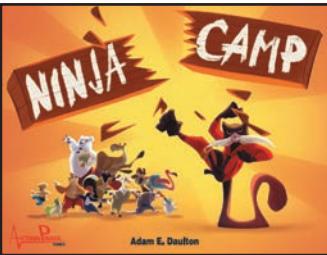
ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #192

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases.

GTM 192 \$3.99

ACTION PHASE GAMES



NINJA CAMP

The second game in the Small Box/Big Fun line of games for Action Phase Games, players in *Ninja Camp* are members of animal martial artist clans pitted against one another in a training exercise where the best clan will become the personal ninja apprentices of Sensei Saru. Scheduled to ship in February 2016.

PSI AKG210 \$19.99

KEY

There are symbols and terms found throughout Game Trade Magazine. They mean the following:

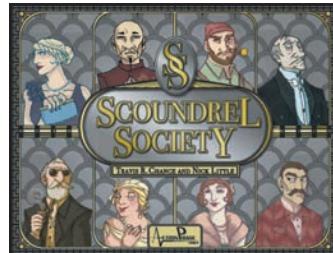
Offered Again (O/A)

These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

PI

Your store will set the price for all items labeled "PI". Check with your retailer

GAMES



SCOUNDREL SOCIETY

Who is the most dirty and rotten of the Scoundrel Society? The first Small Box/Big Fun game from Action Phase Games, players in *Scoundrel Society* take on the role of a member of The Society, a gathering of notable con artists who come together once a year to show off their craft by proving who can steal the most loot from the mark - without getting caught, of course! Scheduled to ship in February 2016.

PSI AKG200 \$19.99



RAVENOUS RIVER

In *Ravenous River*, a Game of carnivorous critters and raging rapids, each player takes the role of an animal trying to cross the river. The roles are hidden during the game so you don't know which players are predator or prey. Be careful not to end up on a boat with the wrong animal, or you'll end up as its lunch! Use your feral cunning to trap your prey on the same boat for a tasty treat while you cross the river. Scheduled to ship in February 2016.

AEG 5842..... \$9.99

ARES GAMES

GALAXY DEFENDERS:
5TH COLUMN

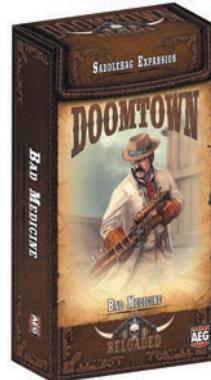
Join the resistance - join the Fifth Column! Expand the *Galaxy Defenders*' Agency's army with these new powerful agents and unleash their unique new classes, powers, and items against the alien invasion! Scheduled to ship in December 2015.

AGS GRPR007 \$29.90

Scheduled to ship in December 2015.

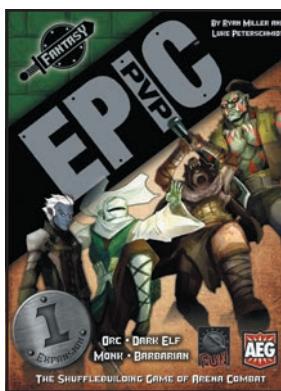
AGS GRPR006 \$29.90

ALDERAC ENTERTAINMENT GROUP

DOOMTOWN: RELOADED
SADDLEBAG EXPANSION -
BAD MEDICINE

This 84-card expansion to *Doomtown: Reloaded* comes with a Story Sheet detailing the latest movers and shakers in the town of Gomorra. Scheduled to ship in February 2016.

AEG 5913 \$14.99



EPIC PVP FANTASY: EXPANSION 1

Putting Dark Elves and Orcs in the same arena seems like a bad idea - unless you're playing *Epic PvP!* Add the possibility of making them Monks and Barbarians as well, and the battle is on! And all of this is entirely compatible with the previous *Epic PvP* Fantasy decks, meaning that some new, exciting, and downright ridiculous character combinations are now yours to play. Scheduled to ship in February 2016.

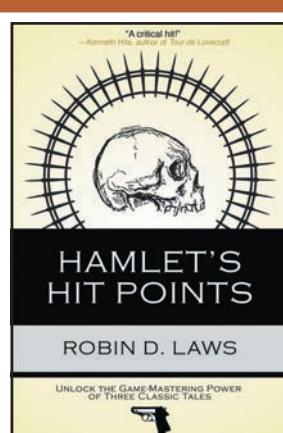
AEG 6202 \$19.99



THE BONES, US AND OUR DICE

This isn't about math. It's about unlucky breaks and victory against all odds. This isn't about percentiles and probabilities. It's about late-night, game-ending rolls where everything hinges on that climactic moment when one single die skitters across the table and determines the fate of a hero, a city, an empire... *The Bones* gathers writing about fandom and family - about gamers, camaraderie, and memories - and ties them together where they meet: our dice. Scheduled to ship in November 2015.

ATG GPW002 \$18.95

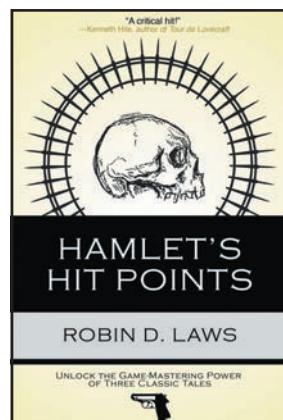


HAMLET'S HIT POINTS

Written with roleplayers in mind, Robin D. Laws' *Hamlet's Hit Points* presents a toolkit that helps make storytelling in any RPG easier and more fun. Armed with these tools, you'll be equipped to lay compelling track for an emotional roller-coaster that will keep everyone at your game table involved, excited, riveted. You'll also find complete analyses of three stories you know already - "Hamlet", "Casablanca", and "Dr. No" - to show you how the system works. Scheduled to ship in November 2015.

ATG GPW003 \$20.00

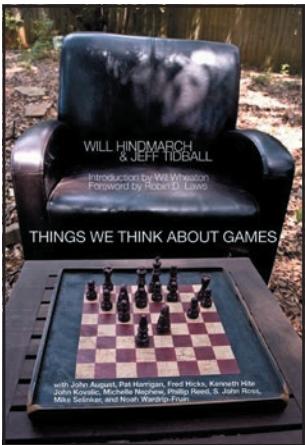
ATLAS GAMES



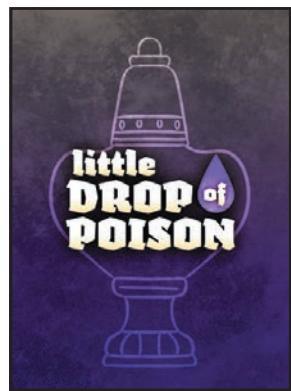
HAMLET'S HIT POINTS

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ATG GPW003 \$20.00



BAKSHA GAMES



THINGS WE THINK ABOUT GAMES

Will Hindmarch and Jeff Tidball think a lot about games. At their commentary website, Gameplaywright.net, they think out loud about what it means to play games, make games, sell games, and love games. They are gamers. *Things We Think About Games* collects dozens on dozens of bite-sized thoughts about games. From the absurd to the magnificent, the demonstrable to the dogmatic, this collection spans both the breadth of games and the depth of gaming, offering insights about collecting, playing, critiquing, designing, and publishing. Scheduled to ship in November 2015.

ATG GPW001 \$20.00

THE ARMY PAINTER

BRUSH SERIES METAL DISPENSER (EMPTY)

Scheduled to ship in December 2015.
TAP PS6021 \$72.00

BRUSH SERIES METAL DISPENSER WITH 3 NEW BRUSHES

Scheduled to ship in December 2015.
TAP BR7050 \$173.90

HOBBY BRUSH: DRYBRUSH

Scheduled to ship in December 2015.
TAP BR7015 \$3.50

HOBBY BRUSH: SUPER DETAIL

Scheduled to ship in December 2015.
TAP BR7016 \$3.50

WARGAMER BRUSH: MASTERCLASS BRUSH

Scheduled to ship in December 2015.
TAP BR7017 \$8.99



ZOMBICIDE: BLACK PLAGUE PAINT SET

Scheduled to ship in December 2015.
TAP WP8012 \$29.99

BLUE PANTHER

KNOCKDOWN DICE TRAY

Crafted of sturdy birch plywood and designed to assemble quickly with no tools or glue required, this Knockdown Dice Tray comes with free "Flat Dice" - the dice that start flat, pop out, and snap together in seconds. Scheduled to ship in December 2015.

IMP BPN2011 \$15.00

BREAK FROM REALITY

GRIPMAT STARFIELD SECTOR V

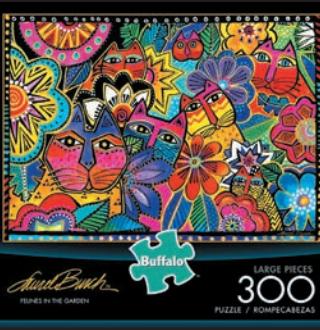
GripMats are durable, water resistant, won't wrinkle, and work amazingly well gripping tiles, miniatures, and modules to its surface. Scheduled to ship in December 2015.

IMP BFR126 \$109.99

BUFFALO GAMES

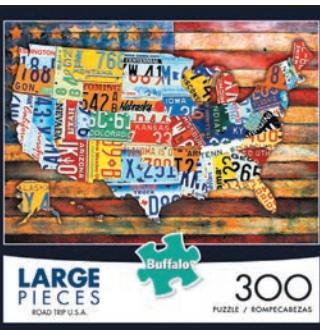
300 PIECE PUZZLE

Scheduled to ship in October 2015.



FELINES IN THE GARDEN (LARGE PIECES)

BFG 2471 PI

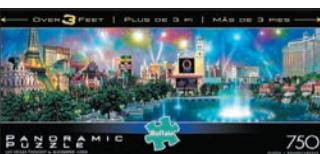


ROAD TRIP USA PUZZLE (LARGE PIECES)

BFG 2483 PI

750 PIECE PUZZLE

Scheduled to ship in October 2015.



PANORAMICS - LAS VEGAS TWILIGHT

BFG 14058 PI



PANORAMICS - STAR WARS LIGHT SABRE DUEL

BFG 14050 PI



PANORAMICS - STAR WARS REBEL ASSAULT

BFG 14049 PI



REFLECTIONS - MOUNTAINS OF FIRE

BFG 17092 PI



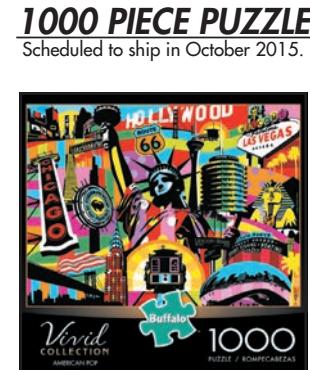
REFLECTIONS - NEW YORK CITY SUPERMOON

BFG 17093 PI



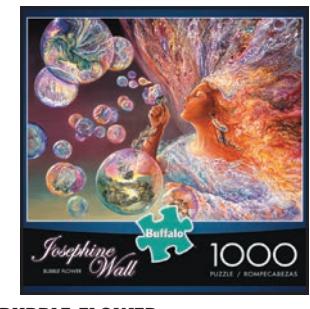
REFLECTIONS - TOWN HALL HANOVER, GERMANY

BFG 17091 PI



AMERICAN POP

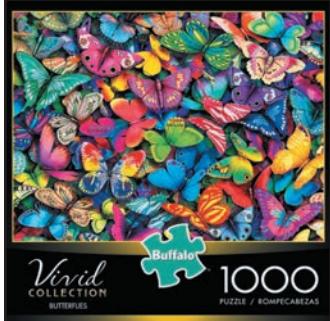
BFG 11703 PI



BUBBLE FLOWER

BFG 11724 PI

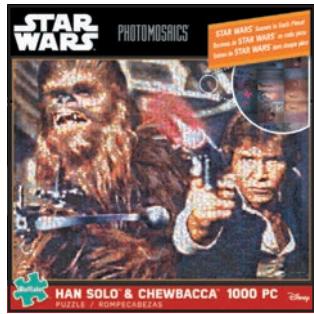




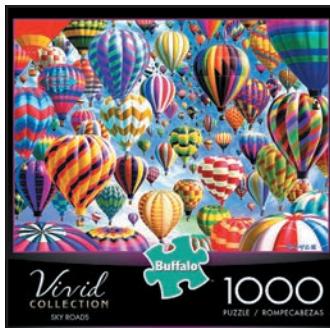
BUTTERFLIES
BFG 11704 PI



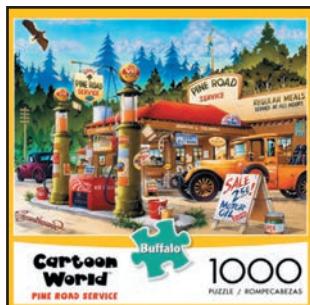
COCA-COLA LIFE TASTES GOOD
BFG 11272 PI



PHOTOMOSAIC - HAN SOLO AND CHEWBACCA
BFG 10614 PI



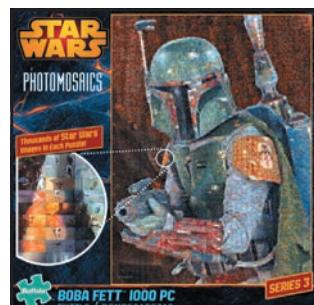
SKY ROADS
BFG 11702 PI



CARTOON WORLD - PINE ROAD SERVICE
BFG 11525 PI



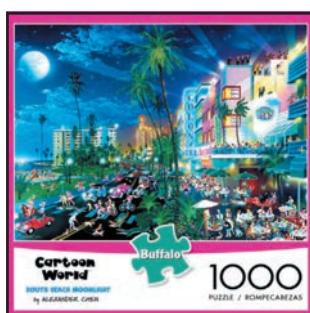
COCA-COLA OF COURSE
BFG 11273 PI



PHOTOMOSAIC - STAR WARS BOBA FETT
BFG 10613 PI



SPIRIT OF FLIGHT
BFG 11721 PI



CARTOON WORLD - SOUTH BEACH MOONLIGHT
BFG 11526 PI



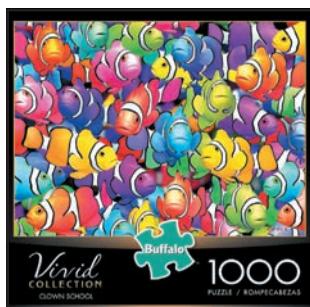
EARTH ANGEL
BFG 11722 PI



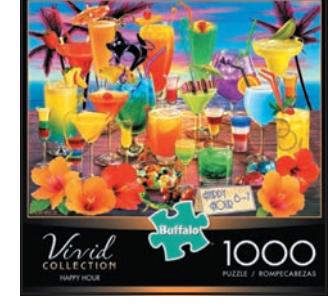
PHOTOMOSAIC - STAR WARS C-3PO AND R2-D2
BFG 10606 PI



QUEEN OF THE NIGHT
BFG 2044 PI



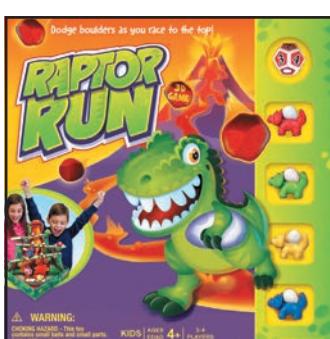
CLOWN SCHOOL PUZZLE
BFG 11701 PI



HAPPY HOUR
BFG 11705 PI



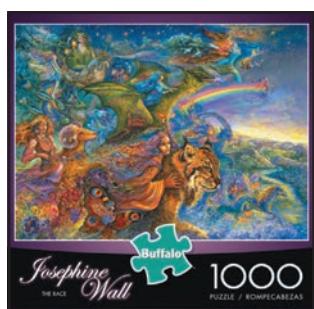
PHOTOMOSAIC - STAR WARS DARTH VADER, SITH LORD
BFG 10605 PI



RAPTOR RUN
Raptor Run is a fast-paced race to the top of Dino Mountain! Players help rescue baby dinosaur eggs on the way, but they have to dodge rolling boulders as they play! Scheduled to ship in October 2015.
BFG 133 PI



HOLIDAY - SMALL TOWN CHRISTMAS
BFG 11425 PI



THE RACE
BFG 11723 PI

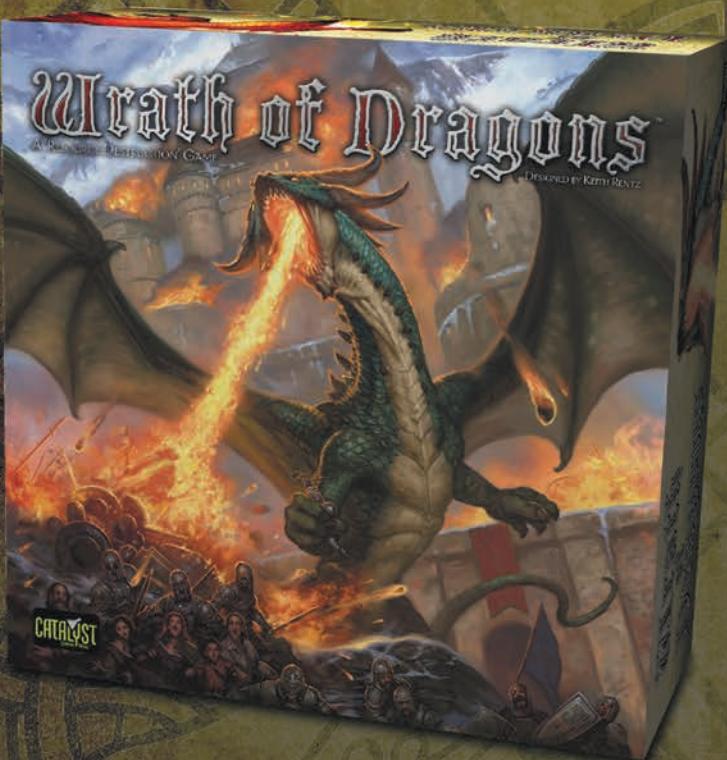
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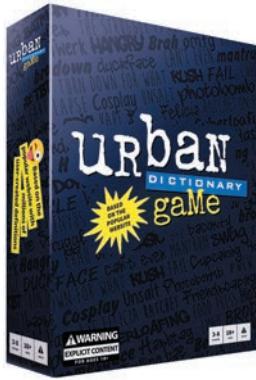


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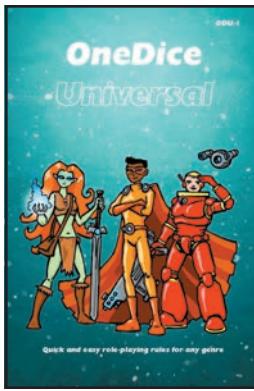
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CATALYST
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**URBAN DICTIONARY GAME**

Good Fun With Bad Words! Experience *Urban Dictionary* in real life with this party game based on the popular website where people (like you!) define millions of slang words. It's the only game where "food boner," "double rainbow", and "puppy bukkake" are all winning answers to #MyFirstDate. Players compete to impress the judge by playing *Urban Dictionary* words in response to hashtags, phrases, and pictures, and can act out or illustrate words to win the round. Scheduled to ship in October 2015.

BFG 176 \$21.00

**ONEDICE UNIVERSAL**

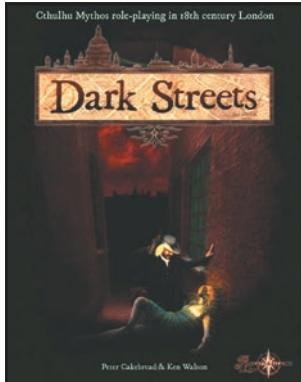
Whether you want to design worlds where you play mighty barbarians exploring a fantasy land, rebels on the run in outer space, superheroes fighting supervillains, or anything else, the OneDice quick and flexible roleplaying game system has been developed to be easily adaptable for your games. Scheduled to ship in December 2015.

S2P CW005001 \$9.99

CAKEBREAD & WALTON**DARK STREETS: 2ND EDITION****CORE RULEBOOK**

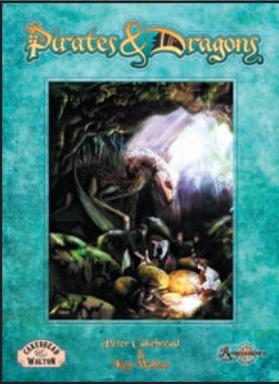
London, 1749: A city of vice, crime, and misery. Gangs of ruffians rule the streets, unopposed. Brothels proliferate. Child-beggars starve in filthy gutters. Corrupt night-watchmen and thief-takers turn a blind eye to wrong-doing. And dark creatures lurk in back alleys, called from beyond by the desperate with nothing left to lose. But there is a new force on the streets of London, for the author and magistrate Henry Fielding has teamed up with his brother John to form the city's first police force – the Bow Street Runners. Powered by the Renaissance D100 system and mixing authentic history and the cosmic horror of H.P. Lovecraft, players in *Dark Streets* take on the roles of officers in London's first, desperately small, police force, investigating the dark secrets behind the sordid crimes of eighteenth century London. Scheduled to ship in December 2015.

S2P CW006001 \$39.99

**PIRATES & DRAGONS CORE RULEBOOK**

Pirates like gold. Dragons like gold. When the terrors of the sea meet the terrors of the sky, there's bound to be trouble! They came from Albion, from Gaule and Espania and Batavia, in search of the treasures of the New World. They found a menace older than mankind - dragons! In their mountain lairs on the Dragon Isles, giant beasts - ancient, wise, and malevolent - sit on their hoard of gold, surrounded by their zombie minions. Through sacrifice, magic, or gunpowder and cold steel, the natives have found ways of appeasing or evading them. And the pirates? Armed with science, sorcery, steel, and superstition, they take the fight into the dragons' lairs in their endless quest for gold! Gather your crew. Load your flintlocks. And prepare to plunder! Powered by the Renaissance D100 system, *Pirates & Dragons* is a roleplaying game of fantasy swashbuckling in a world of magic and treasure, treachery and heroism. Scheduled to ship in December 2015.

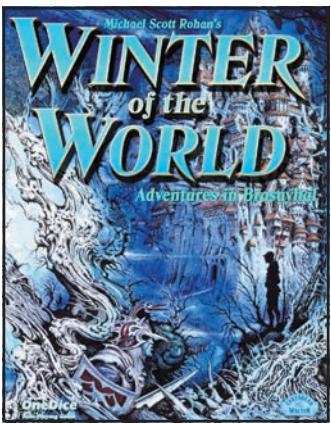
S2P CW004001 \$59.99



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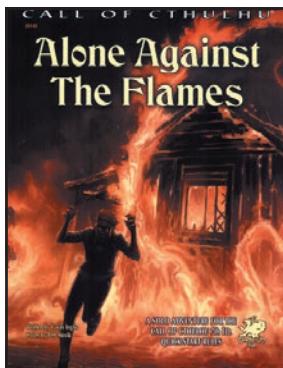


WINTER OF THE WORLD: ADVENTURES IN BRASAYHAL - CORE RULEBOOK

The chronicles of the *Winter of the World* echo down the ages in half-remembered myth and song - tales of the mysterious powers of the Mastersmiths, of the forging of great weapons, of the subterranean kingdoms of the Duergar, of gods who walk abroad and of the Powers of the Ice, endlessly seeking dominion. Michael Scott Rohan has told the tales of those times in six epic, award-winning fantasy novels. Now you can join the adventures! Fight against the menace of the ruthless Ekwesh raiders and their evil shamans. Join the corsairs of Bryhaine. Trek the sinister forests of Tapiau'la-an-Aithen. Explore the mighty ruins of Kermorvan the City. Sail the Sunset Sea and behold once more the High Gate of Kerys. Fight dragons in the cavernous kingdoms of the Duergar. Forge weapons of great might and fight against the darkly beautiful Louhi and the Powers of the Ice itself! Scheduled to ship in December 2015.

S2P CW007001\$59.99

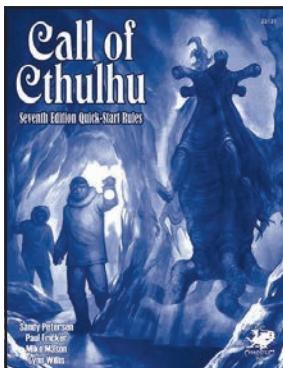
CHAOSIUM



CALL OF CTHULHU: ALONE AGAINST THE FLAMES

A solo introductory scenario set in the 1920s where you are the main character and your choices determine the outcome, *Alone Against the Flames* is designed to lead you through the basic rules of the *Call of Cthulhu 7th Edition* roleplaying game in a gradual and entertaining fashion. Scheduled to ship in October 2015.

CHA 23145\$12.95



CALL OF CTHULHU: CALL OF CTHULHU 7 QUICK START

Call of Cthulhu 7th Edition Quick-Start Rules collects the essential rules for *Call of Cthulhu* and presents them in abbreviated form. Scheduled to ship in October 2015.

CHA 23131\$9.95

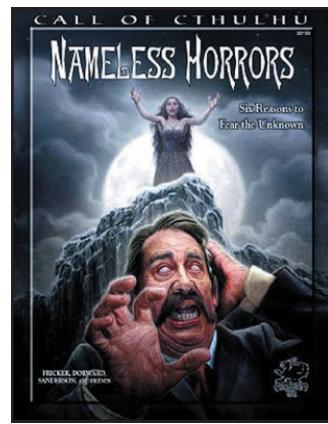
CEACO



RORY'S STORY CUBES: BATMAN

Is The Riddler planning his next crime? Who has discovered Batman's identity? Will The Joker escape from Arkham Asylum? With *Rory's Story Cubes: Batman*, you decide the story. Roll all nine Story Cubes to create infinite tales featuring your favorite Batman villains, gadgets, and locations. Scheduled to ship in October 2015.

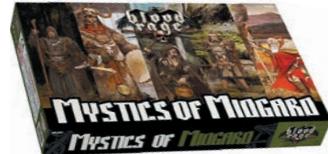
GWI 6331\$9.99



CALL OF CTHULHU: NAMELESS HORRORS

The Cthulhu Mythos presents far worse horrors than mere death. You won't find any ghouls or Deep Ones, or other named Mythos entities here. The horrors found within have no names, but they are still very much of the Mythos. *Nameless Horrors* brings you six new scenarios that will frighten even the most experienced of *Call of Cthulhu* investigators, giving them cause to fear the unknown. Scheduled to ship in October 2015.

CHA 23133\$29.95



BLOOD RAGE: MYSTICS OF MIDGARD EXPANSION

Known by many names - Seiommenn, Volva, Visendakona - and possessed of unique powers granted by their connection to the gods, these warrior-shaman will be a boon to any clan able to recruit them! Adding an entirely new game mode to *Blood Rage*, *Mystics of Midgard* introduces 10 shaman, two for each clan, with highly detailed figures and cards.

COL BLR004\$24.99



B-SIEGED

Defend the Citadel of Modhelm! Dark forces have surrounded the great city and the entire realm will drown in flames if the Abyssal Hordes aren't stopped! The Council has tasked a Messenger with escaping the siege to retrieve an ancient, magic artifact that will break the enemy forces. The Citadel must endure the onslaught until the Messenger returns - and it falls to the Heroes to defend it! Fight back the encroaching Abyssal Hordes until salvation arrives in *B-Sieged: Sons of the Abyss*, a fully cooperative castle defense board game. Scheduled to ship in December 2015.

COL BSG001\$99.99

COOLMINIORNOT

ARCADIA QUEST MINIATURES

Scheduled to ship in November 2015.

HALDOR AND BRENNA

COL AQ014\$17.99

METAL COIN PACK

COL AQ013\$24.99

TIARET AND MITTENS

COL AQ015\$17.99

BLOOD RAGE

Scheduled to ship in December 2015.



BLOOD RAGE: GODS OF ASGARD EXPANSION

The Gods themselves have stepped into the fray to aid (or harm!) the various clans as their whims dictate! Adding an entirely new game mode to *Blood Rage*, *Gods of Asgard* introduces six deities from Norse legend, each with their own highly detailed figure and card.

COL BLR003\$19.99

RUM & BONES

Scheduled to ship in October 2015.



MAZU'S DREADFUL CURSE

You honestly didn't think Wellsport and the Bone Devils were the only pirate factions on the high seas did you? A pirate band hailing from the Far East, Mazu's Dreadful Curse tests any pirate who sails in the goddess Mazu's sacred seas and preys upon her people.

COL RB002\$49.99

CALL OF CTHULHU: DOORS TO DARKNESS

Doors of Darkness features five introductory scenarios for *Call of Cthulhu* roleplaying. Furthermore, sprinkled throughout each scenario are Keeper Suggestions on how best to run the adventures, overcome possible obstacles, and generally ensure the most fun for all the players. Plus, ten ready-to-use investigators are provided, allowing players to get straight into the scenarios with the minimum of fuss. Scheduled to ship in October 2015.

CHA 23148\$22.95



MAZU'S DREADFUL CURSE DICE
COL RB014\$12.99



LA BRISE SANGUINE HERO SET 1
Expand your crew options with these additional Heroes for *La Brise Sanguine*.
COL RB007\$19.99

MAZU'S DREADFUL CURSE HERO SET 1
Expand your crew options with these additional Heroes for *Mazu's Dreadful Curse*.
COL RB006\$19.99

RUM & BONES

Scheduled to ship in November 2015.



LA BRISE SANGUINE

The French pirate faction known as *La Brise sanguine* ("The Cold Bloody Wind") brings dynamic, new mechanics to the world of *Rum & Bones*. This faction specializes in dastardly tricks and schemes to keep their opponents guessing. Masters of Mast Parkour and Advanced Rigging Techniques, *La Brise sanguine* crew members can strike from unexpected locations and launch surprise attacks, leaving opponents guessing at just where is safe and where there is danger!
COL RB003\$49.99



LA BRISE SANGUINE DICE
COL RB015\$12.99



**TOHAA KOSUIL ASSAULT PIONEERS
(K1 COMBI RIFLE)**
CVB 280924-0548\$12.71

CORVUS BELLI

INFINITY

Scheduled to ship in October 2015.



COMBINED ARMY DRONE REMOTES
CVB 280672-0547\$40.62



HAQQISLAMHUNZAKUTS (RIFLE AND LIGHT GRENADE LAUNCHER)
CVB 280476-0546\$11.58



NOMADS MOBILE BRIGADA
CVB 280576-0552\$37.23



PANOCEANIA SVALARHEIMA NISSES (HMG)
CVB 280280-0544\$13.50

CUBICLE 7

DOCTOR WHO RPG: GAMEMASTER'S SCREEN

Packed with all the information a Gamemaster needs for easy reference during a session of the *Doctor Who Roleplaying Game*, this deluxe, heavy-duty screen features a montage of the Doctor's greatest foes on one side, and loads of handy reference charts and tables on the reverse. Scheduled to ship in February 2016.
PSI CB71129\$14.99

THE LONE WOLF ADVENTURE GAME: ADVENTURES OF THE KAI VOLUME 1

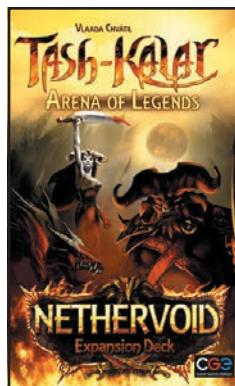
When you're a Kai Lord, adventure is never far away. This supplement contains three brand-new adventures for *The Lone Wolf Adventure Game*, plus plenty of helpful advice and guidance for Narrators. Scheduled to ship in February 2016.
PSI CB72224\$24.99

CZECH GAMES EDITION



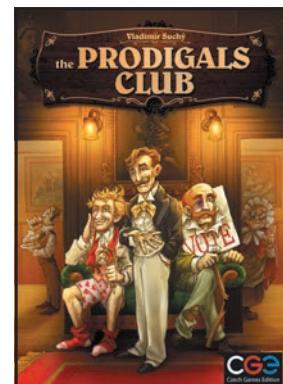
GALAXY TRUCKER: MISSIONS

What's more fun than flying a spaceship made of sewer pipes? Flying a spaceship made of sewer pipes, radioactive isotopes, and high explosives! This expansion takes features from the *Galaxy Trucker* digital game and puts them on your tabletop! Get ready to haul super heavy cargo, dangerous artifacts, and tasty beverages conveniently packaged in bottles of glass. Plus, new adventure super cards will double the danger! Scheduled to ship in November 2015.
CGE 00035\$39.95



TASH-KALAR: NETHERVOID EXPANSION DECK

The Gateway opens, revealing a land of shadow and fire. Demonic forms wielding strange powers clamber into the arena. *Tash-Kalar* is now open to the extra-dimensional realm of Nethervoid! A new player deck for *Tash-Kalar*, *Nethervoid* includes a token for marking the Gateway, a trans-dimensional portal through which Nethervoid practitioners draw energy. Scheduled to ship in November 2015.
CGE 00034\$12.95



THE PRODIGALS CLUB

Welcome to The Prodigals Club! You and your fellows are proper Victorian gentlemen who have realized that the lower classes have more fun. Now you are in a friendly competition to see which of you can destroy his own social standing most thoroughly! Scheduled to ship in November 2015.
CGE 00033\$49.95

Alan R. Moon

TICKET TO RIDE® UNITED KINGDOM

5 Map Collection



Content

- Map of United Kingdom (2-4 players)
- Map of Pennsylvania (2-5 players)
- New Train cards & Tech Cards (United Kingdom)
- New Stock Share Cards (Pennsylvania)
- Tickets & Rules for each Map

NOT A STAND-ALONE GAME! Requires an original copy of Ticket to Ride® or Ticket to Ride® Europe to play.

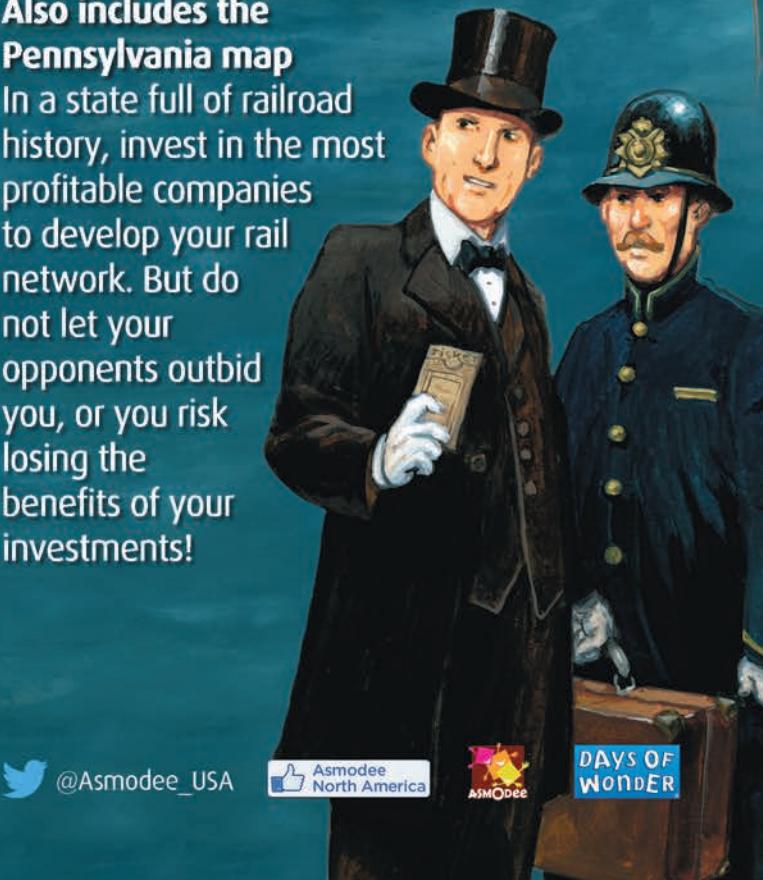
AVAILABLE NOVEMBER 2015

**It all began in England,
back in the 19th century...**

Place the first rails of the glorious train adventure that all started in the United Kingdom of Great Britain and Ireland in the 19th century. Learn to master the power of steam to build trains that go faster and farther, develop your technologies, and reach the far cities of Scotland and Ireland before your opponents!

Also includes the **Pennsylvania map**

In a state full of railroad history, invest in the most profitable companies to develop your rail network. But do not let your opponents outbid you, or you risk losing the benefits of your investments!



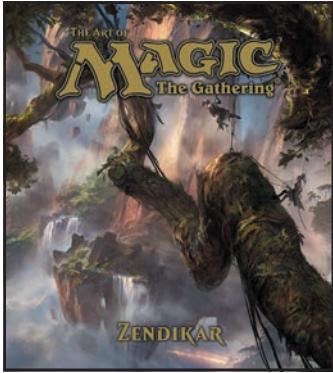
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North America



DAYS OF
WONDER

DIAMOND COMIC DISTRIBUTORS

**THE ART OF MAGIC: THE GATHERING - ZENDIKAR HC**

Explore a tumultuous world fraught with perils, and join the fight for survival as the fragments of civilization confront the unnatural Eldrazi. Follow in the footsteps of heroic Planeswalkers as they combine their unique talents, forming the Vanguard to overcome the greatest threats the Multiverse has ever known! The secrets of Zendikar - its peoples, continents, and creatures - are ready for you to discover! Scheduled to ship in January 2016.

DIA 692880 PI

DRAGONBALL

Scheduled to ship in April 2016.

**SUPER DELUXE FIGURE****CHOZOUSHU VOLUME 4 FIGURES**

The Chozousyu series, created in full cooperation with Mr. Hiroyuki Nakazawa who crafted over 100 Dragon Ball figures in 15 years, continues with Son Goku (approximately 4" tall) and Piccolo (approximately 7" tall).

PICCOLO DIA 692762 PI
SON GOKU DIA 692761 PI

**SUPER MASTER STARS PIECE FIGURES**

SON GOKU DIA 692721 PI
VEGETA DIA 692743 PI

**SUPER MEGA WORLD COLLECTIBLE SHENRON FIGURES**

This 5 1/2" tall figure of the Dragon God Shenron with the Dragon Balls is available in Regular and Gold Editions. Each comes with a pedestal stand.

GOLD VERSION DIA 692759 PI

REGULAR VERSION DIA 692757 PI

**SUPER WORLD COLLECTIBLE FIGURE Z-WARRIORS FIGURES**

Featuring Super Saiyan God Super Saiyan Goku, Super Saiyan God Super Saiyan Vegeta, Super Saiyan Gohan, Piccolo, God of Destruction Beerus, and Wyss, these 2 3/4" tall, stylized figures bring the excitement of Dragon Ball Super to all figure collectors.

BEERUS DIA 692749 PI

GOHAN DIA 692747 PI

GOKU DIA 692745 PI

PICCOLO DIA 692748 PI

VEGETA DIA 692746 PI

WYSS DIA 692753 PI

DRAGON BALL Z

Scheduled to ship in February 2016.

**DXF GREAT APE FIGURE**

2016 is the 'Year of the Monkey' in the Chinese Zodiac, so Banpresto has created a special commemorative figure based on Great Ape from the Dragon Ball Z anime. Posed in a show of muscular strength with bared fangs, this figure also comes with a sign bearing the Japanese kanji character that means "Ape" and an image of a Dragon Ball with four stars. There is also a nicely designed folding screen for a background. Stands 5 1/8" tall.

DIA 689729 PI

**MASTER STARS PIECE FRIEZA FINAL TRANS FIGURE**

From the world renowned anime *Dragon Ball Z* comes the popular character Frieza designed by Banpresto and their Master Stars Piece line. In this pose we see him in his final transformation, summoning ultimate power and being tinted with icy-blue accents that make you shiver just looking at him. Stands 7 1/2" tall.

DIA 689725 PI

**SCULPTURE BIG BUDOKAI GOLDEN FRIEZA FIGURE**

From the 5th Big Budoukai design contest, model sculptor KOZO's posing of Golden Frieza is a winner! This figure is featured in the newly released *Dragon Ball Z Resurrection F* Movie. Collect it to commemorate the epic battle scenes seen in the movie. Stands 3 1/8" tall. Stand and base included.

DIA 689724 PI

**WCF FRIEZA SPACESHIP FIGURE**

From the world renowned anime *Dragon Ball Z* comes Banpresto's version of Frieza's spaceship as part of their World Collectible Figure line. This spaceship has appeared in countless *Dragon Ball Z* episodes and functions as a means of transportation for Frieza and his army as well as a base of operations. Measures almost 6" across. Scheduled to ship in February 2016.

DIA 689731 PI

HAIKYUU

Scheduled to ship in January 2016.

**CREATOR X CREATOR OIKAWA TORU FIGURE**

Haikyuu!! is the hugely popular anime series that is spiking its way into the hearts of anime fans all across the US. In response to great demand, Banpresto has created an impressive figure of Toru Oikawa. He is the rival to Shoyo Hinata and captain of Aobajō-sai High School Volleyball Team and widely regarded as the "ace setter". Stands 7.9" tall.

DIA 689815 PI

HAIKYUU

Scheduled to ship in February 2016.

**CREATOR X CREATOR TORU SPEC VER FIGURE**

Haikyuu!! is the hugely popular anime series that is spiking its way into the hearts of anime fans all across the US. In response to great demand, Banpresto has created an impressive figure of Toru Oikawa. He is the rival to Shoyo Hinata and captain of Aobajō-sai High School Volleyball Team and widely regarded as the "ace setter". Stands 7.9" tall.

DIA 689816 PI

**DELUXE FIGURE DAICHI FIGURES**

Haikyuu!! is the hugely popular anime series that is spiking its way into the hearts of fans in the US. In response to great demand, Banpresto has created Daichi Sawamura and Asahi Azumane figures. Both are main members of Karasuno High School Volleyball Club and series regulars. Collect both 6.7" tall figures and display them side by side!

ASAHI AZUMANE DIA 689788 PI

SAWAMURA DIA 689786 PI

**HAIKYUU DELUXE FIGURES**

Haikyuu!! is the hugely popular anime series that is spiking its way into the hearts of anime fans all across the US. In response to great demand, Banpresto has more figures: Koshi Sugawara, Yu Nishinoya, and Ryunosuke Tanaka from the Karasuno High School Volleyball Club and series regulars. Each figure stands 6.3" tall. Scheduled to ship in February 2016.

KOSHI SUGAWARA DIA 689790 PI

RYUNOSUKE TANAKA DIA 689792 PI

YU NISHINOYA DIA 689791 PI

**CHIBI-KYUN-CHARA FIGURES**

Kotaro Bokuto, Kenji Akaashi and Tetsuro Kuroo from the hit anime are now available as stylized Chibi-Kyun figures standing approximately 2-1/2" tall.

KENJI AKAASHI DIA 692801 PI

KOTARO BOKUTO DIA 692800 PI

TETSURO KUROO DIA 692803 PI

**MASTER STARS PIECE TOBIO KAGEYAMA FIGURE**

This detailed figure of the short-tempered setter of the Karasuno High Volleyball Club from the hit anime *Haikyuu!!* stands nearly 10" tall and even comes with his signature glare.

DIA 692779 PI

IDOLMASTER

Scheduled to ship in February 2016.

**CINDERELLA GIRLS UZUKI SHIMAMURA FIGURE**

Uzuki Shimamura from the social game/animation *The Idolm@ster Cinderella Girls* appears in high-quality sculpt and paint detail as a 7 1/8" tall figure!

DIA 689736 PI

**STAR PIECE MEM MAKOTO KIKUCHI FIGURE**

From 2014's blockbuster *The Idolm@ster Movie* comes figures modeled with the Stage Dress they wore in the film. This 7 1/8" figure of Makoto Kikuchi is the last figure in the series, so make sure to add it to complete your collection.

DIA 689737 PI

IDOLMASTER

Scheduled to ship in April 2016.

**CINDERELLA GIRLS MIO HONDA FIGURE**

Mio Honda from the social game/anime *The Idolm@ster Cinderella Girls* joins Banpresto's high-quality SQ series as a figure measuring just over 7" tall.

DIA 692778 PI

**STAR PIECE MEM TAKANE SHIJO FIGURE**

The latest *Idolm@ster* performer to be captured in stage dress from the hit series stands just over 7" tall.

DIA 692777 PI

ONE PIECE

Scheduled to ship in February 2016.

**CREATOR X ROUGH EDGES ZORO BUSTS**

These highly detailed 6.3" tall busts are of the One Piece character Roronoa Zoro and have been meticulously shaped by famous Japanese designers. One is offered in gray scale coloring while the second comes in a special blue and black wash.

A DIA 689739 PI

B DIA 689768 PI

DIA 689770 PI

**MASTER STARS PIECE ACE FIGURE**

The inspiration behind this 5 7/8" tall figure pose is the powerful scene in the One Piece anime series where Portgas D. Ace meets Luffy again after a long absence. Loaded with equipment and weapons, Portgas D. Ace is highly detailed with life-like flesh tones and intricate sculpting down to the veins in his rippled muscles.

DIA 689733 PI

**MASTER STARS PIECE JEANS LUFFY FIGURES**

Banpresto is proud to announce a completely new series of figures based on the world renowned anime show *One Piece*. The new figure series is called "Jeans Freak" and features your favorite *One Piece* characters adorned in their jeans.

A

DIA 689739 PI

B

DIA 689741 PI

**DELUXE FIGURE GRANDLINE MEN FIGURES**

Corazon and his brother Doflamingo (in his younger days) will be the 23rd entry of "The Grandline Men" series of *One Piece* figures! Each figure measures 6 3/4" tall.

CORAZON DIA 689755 PI

DOFLAMINGO DIA 689759 PI

**MASTER STARS PIECE JEANS NAMI FIGURES**

One Piece fans voted Nami as the second character to be added to the Jeans series. Available in Blue Jeans with White Top (Figure A) or Black Jeans with Red Top (Figure B). Scheduled to ship in April 2016.

A

DIA 692782 PI

B

DIA 692783 PI



MASTER STARS PIECE JEANS NICO FIGURES

One Piece fans voted Nico Robin as the third character to be added to the Jeans series. Available in Blue Jeans with Red Top (Figure A) or Green Jeans with Aqua Top (Figure B). Scheduled to ship in April 2016.

A DIA 692786 PI
B DIA 692788 PI

SCULTURE URAZOUKEIO SANJI FIGURES

In a battle as epic as any of those seen in the One Piece anime programs, two famous sculptors, Mr. Yamaguchi and Mr. Saito, went to extremes to create their versions of Sanji. Called Urazoukeio ("Sculpting King"), there could only be one winner and it's Mr. Yamaguchi's figure! Choose from two versions, Color (A) and Regular (B), each 7 1/8" tall. Scheduled to ship in February 2016.

A DIA 689749 PI
B DIA 689750 PI



WORLD COLLECTIBLE FIGURE DRESSROSA FIGURES

Banpresto has ventured into the Dressrosa Story Arc and created this fantastic line of highly detailed 2 3/4" tall figures. Dressrosa is the second island visited by the Straw Hat Pirates in the New World and they travel there as part of their world domination plan. Many of the characters in this line are part of these pirate groups fighting on the island. Collect Luffy, Cavendish, Viola, Bartolomeo, Rebecca, and Leo.

BARTOLOMEO DIA 689775 PI
DRESSROSA CAVENDISH DIA 689779 PI
DRESSROSA LEO DIA 689782 PI
DRESSROSA LUFFY DIA 689774 PI
DRESSROSA REBECCA DIA 689780 PI
DRESSROSA VIOLA DIA 689781 PI



WORLD COLLECTIBLE FIGURE REQUEST SELECTION FIGURES

Selected by popular vote, this series of One Piece World Collectible Figures includes both popular and rare characters - Marshall D. Teach, Inazuma, Sogeking, Camel, Golden Den Den Mushi, and Assorted Devil Fruits (box with removable lid) - each of which stands approximately 3" tall and comes with a display stand. Scheduled to ship in April 2016.

CAMEL DIA 692795 PI
DEN DEN DIA 692796 PI
DEVIL FRUITS DIA 692797 PI
INAZUMA DIA 692792 PI
MARSHALL DIA 692791 PI
SOGEKING DIA 692793 PI



POWER RANGERS LEGACY DINO MEGAZORD

Battle evil with five morphable Dinozords - Tyrannosaurus, Mastodon, Sabertooth Tiger, Pterodactyl, Triceratops - or combine them into Megazord from the TV show! Scheduled to ship in January 2016.

DIA 671405 PI

SAILOR MOON

Scheduled to ship in February 2016.



GM FIGURE SAILOR SATURN

This 5 1/8" tall Sailor Saturn figure is part of the series celebrating the 20th Anniversary of *Sailor Moon*!

DIA 689723 PI

SAILOR MOON

Scheduled to ship in April 2016.



SAILOR MOON STICKS & RODS

Gashapon's #1 hottest items from Anime Expo and Comic-Con International: San Diego are available again! Choose from Moon Stick, Cutiemoon Rod, Henshin Stick Mercury, and Henshin Stick Mars, each measuring 7 1/2" tall with a display stand.

CUTIEMON ROD

DIA 692710 PI

HENSHIN STICK MARS

DIA 692714 PI

HENSHIN STICK MERCURY

DIA 692711 PI

MOON STICK

DIA 692708 PI



SAILOR MOON Q-POCKET PETIT VOLUME 2 FIGURES

Expand your collection of warriors with these figures of Sailor Moon, Sailor Jupiter and Sailor Venus, each measuring approximately 3" tall with a display stand. Scheduled to ship in April 2016.

SAILOR JUPITER DIA 692776 PI

SAILOR MOON DIA 692774 PI

SAILOR VENUS DIA 692775 PI



MINI COMPACT TABLETS

Sailor Moon fans will be over the moon when they see the second set of *Sailor Moon*-inspired charms from Shokugan. Each charm has its own secrets to reveal. Measuring approximately 1 1/2" with beautiful colors and intricate designs, these tablet cases can be shown off by securing them to your favorite items with the easy-to-open-and-close ball chain. Collect Prism Heart Compact, Silver Crystal, Star Locket, and Transformation Brooch.

PRISM HEART

DIA 689721 PI

SILVER CRYSTAL

DIA 689722 PI

STAR LOCKET

DIA 689720 PI

TRANSFORMATION BROOCH

DIA 689719 PI

SPRKITS

Scheduled to ship in September 2015.



HALO LEVEL 2 LTCMDR LOCKE MODEL KIT

Create your hero from the ground up! Bandai's SprKits Lieutenant Commander Jameson Locke is assembled with no paint, glue, or cutting required to build a realistically detailed figure with true-to-life action hero movement and enhanced articulation. These kits allow junior engineers to experience the joy of building as they snap together and assemble the various pieces to build their favorite characters.

DIA 688061 PI



POKÉMON LEVEL 1 MODEL KIT ASSORTMENT

Create your hero from the ground up! SprKits are assembled with no paint, glue, or cutting required to build a highly detailed figure with true-to-life action hero movement and articulation. These kits allow junior engineers to experience the joy of building as they snap together and assemble the various pieces to build their favorite characters. Choose from Pikachu, Mewtwo, and Charizard.

DIA 688057 PI

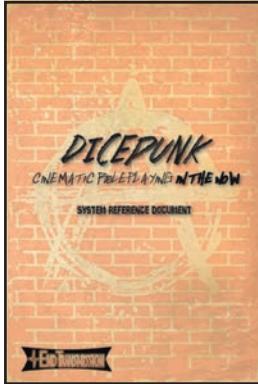


POKÉMON LEVEL 2 MODEL KIT ASSORTMENT

Create your hero from the ground up! SprKits are assembled with no paint, glue, or cutting required to build a highly detailed figure with true-to-life action hero movement and articulation. These kits allow junior engineers to experience the joy of building as they snap together and assemble the various pieces to build their favorite characters. Choose from Yveltal, Xerneas, and Mega Charizard!

DIA 688060 PI

END TRANSMISSION GAMES



DICEPUNK SYSTEM REFERENCE DOCUMENT

The DicePunk System is a fast-paced, "rules light" roleplaying game designed by (and for) people who grew up on, eat, sleep, breathe, and speak movies. The DicePunk System spins cinematic stories that take place more or less in the "real" world and the present day. If you could imagine your RPG campaign as a movie directed by Quentin Tarantino, Robert Rodriguez, or the Coen Brothers, DicePunk is the game for you! Scheduled to ship in December 2015.

S2P ETG8200 \$9.99

ENGINE PUBLISHING



FOCAL POINT: THE COMPLETE GAME MASTER'S GUIDE TO RUNNING EXTRAORDINARY SESSIONS

Written by award-winning authors Phil Vecchione, Walt Ciechanowski, and John Arcadian, *Focal Point* highlights the most common activities involved in running a roleplaying game, categorizes them by role - entertainer, storyteller, and facilitator - and provides techniques and advice to improve in those areas. Scheduled to ship in December 2015.

S2P EGP42006 \$24.95

ENTERPLAY



MY LITTLE PONY: SERIES 2 DOG TAG AND TRADING CARD FUN PACK DISPLAY (24)

Featuring 30 new Dog Tags to collect that showcase fan-favorites, plus new characters and events from the latest season, each *My Little Pony Series 2 Dog Tag Fun Pack* contains one color Epoxy Dog Tag, one Foil Trading Card, a Sticker/Decal, one Ball Chain, and a Checklist. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

ETP 4403-D \$71.76

EXILE GAME STUDIO

REVELATIONS OF MARS: GAMEMASTER SCREEN

Scheduled to ship in December 2015.
S2P EGS1006 \$19.99

EXISTENCE GAMES

EXODUS TCG: PLAYMATS

Scheduled to ship in November 2015.

ALANA THE STAR FORMATION

EXE 70012 \$19.99

DIMENSIONAL CREATURES

EXE 70013 \$19.99

FAMILY TIME!

Hot Tin Roof
A Cat-Filled Adventure Game
by Leo Colovini

MAD CITY
The Manic Game of Parks & Re-Creation
by Kane Klenko

Flea Market
A Bargain Hunting Dice Game
by Leo Colovini

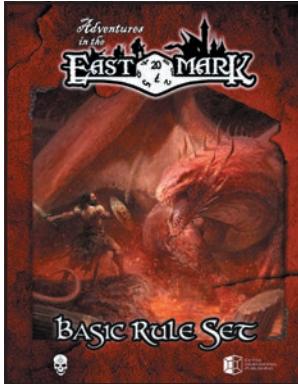
It requires fortitude, finesse and luck

MADE IN USA

Mayfair Games
www.mayfairgames.com

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EXTRA-DIMENSIONAL PUBLISHING

**ADVENTURES IN THE EAST MARK**

Welcome to the East Mark, young adventurer! I know it wasn't easy to get here, but just consider the rewards: the wondrous treasures, the power and the glory that await you! It will not be easy to accomplish all of them; indeed, nothing is easy in the East Mark. You will have to work your way with your sword and your cunning. Be prepared to meet legendary characters and battle horrible monsters in dark dungeons or impregnable fortresses. I hope you have what you need. And no, I am not referring to your weapons or your faithful companions, although they will certainly be necessary. I was referring to something more important, something essential: your imagination! An English translation of the acclaimed Spanish roleplaying game "Aventuras en La Marca del Este", *Adventures in the East Mark* stands at the crossroads of classic swords & sorcery and high fantasy. Scheduled to ship in December 2015.

S2P XDP001 \$59.99

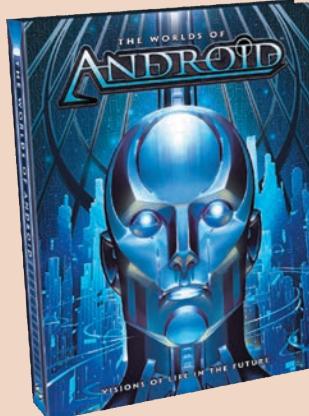
FANTASY FLIGHT GAMES

**ANDROID NETRUNNER LCG: SALSETTE ISLAND DATA PACK**

The fourth Data Pack in the Mumbai Cycle for *Android: Netrunner*, *Salsette Island* introduces sixty new cards (including a complete playset of nineteen different cards) that carry players deeper into the intrigues, bribes, blackmail, and cybercrime surrounding the Indian Union's heated national elections. As Akshara Sareen's Ekata Party rides the surging interest in clone rights to take a lead in the polls, top executives from all four Corp factions become increasingly willing to forge expedient and beneficial alliances in order to counter (or exploit) the party's growing political influence and preserve their existing business models. Scheduled to ship in January 2016.

FFG ADN33 \$14.95

SPOTLIGHT ON

**ANDROID: THE WORLDS OF ANDROID HARDCOVER**

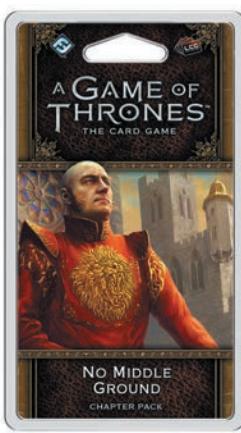
The world changed. People did not. Discover the technologies, events, and corporations that shaped the rich universe of *Android* and *Android: Netrunner*. In *The Worlds of Android*, your definitive guide to a future marked by technological revolutions, extraterrestrial expansion, and new definitions of humanity. This beautiful, hardbound book features full-color art, stunning gatefolds, and a polyphony of narrative voices that convey the astounding diversity of the *Android* setting. Gain new insight into the world's greatest megacorps, learn how runners navigate the virtual world, and explore what it means to be human in a age of clones and true AI. Scheduled to ship in January 2016.

FFG NAD06 \$39.95

**DESCENT JOURNEYS IN THE DARK 2ND EDITION: STEWARDS OF THE SECRET HERO AND MONSTER COLLECTION**

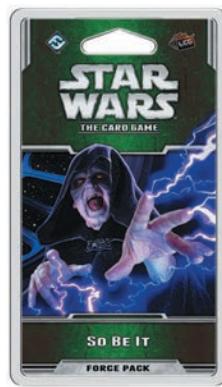
The Stewards have long guarded forbidden arcane rites in an effort to protect Terrinot. Now, an ancient evil attempts to break the Stewards' will and steal the dark knowledge they guard. A new Hero and Monster Collection for *Descent: Journeys in the Dark*, *Stewards of the Secret* features fourteen plastic figures-four heroes, three blood apes, three nagas, and four ferrox, all updated from *First Edition* and reintroduced with new artwork and figure sculpt. Plus, two brand-new quests further supplement your games and offer new challenges. Scheduled to ship in January 2016.

FFG DJ33 \$34.95

**A GAME OF THRONES LCG: 2ND EDITION - NO MIDDLE GROUND CHAPTER PACK**

In the aftermath of the Tourney for the Hand, Eddard Stark searches for answers to the questions posed by Jon Arryn's death. The unrest and intrigues of *A Game of Thrones: The Card Game* grow deadlier than ever with *No Middle Ground*, the fourth Chapter Pack in the Westeros Cycle! Inspired by the first book in *A Song of Ice and Fire*, *No Middle Ground* introduces the notable characters Hodor and Gendry to the game, as well as five new plots. Scheduled to ship in January 2016.

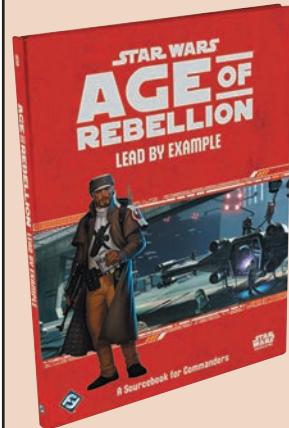
FFG GT05 \$14.95

**STAR WARS LCG: SO BE IT FORCE PACK**

Massive fleets meet in deadly battle above the Sanctuary Moon as a few noble heroes infiltrate the palace of Jabba the Hutt to rescue their captured friend. In *So Be It*, the fourth Force Pack in the Endor Cycle for *Star Wars: The Card Game*, you'll find new mission cards to shake up your conflicts, new fate cards that add more tension to your edge battles, and neutral objective sets that expand your deck-building options. Work to complete the second Death Star, or lead a Rebel assault - *So Be It* welcomes you into some of the most thrilling moments of *Return of the Jedi*! Scheduled to ship in January 2016.

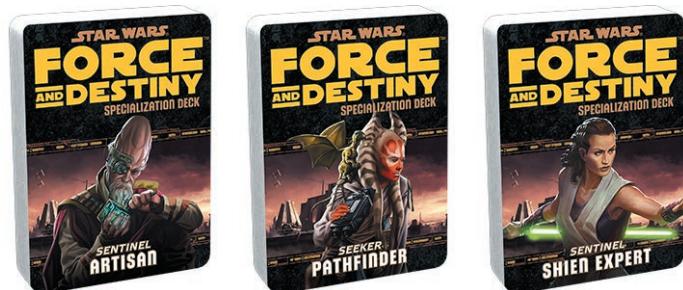
FFG SWC27 \$14.95

SPOTLIGHT ON

**STAR WARS RPG: AGE OF REBELLION LEAD BY EXAMPLE HARDCOVER**

Commanding a Rebel cell, starfighter squadron, or capital ship is not easy. It requires a vast and unique range of skills, from the ability to earn others' trust to an innate understanding of military strategy. *Lead by Example*, a sourcebook for *Star Wars: Age of Rebellion*, offers Commanders the tools and talents they need to guide their teams to victory. It not only introduces new Commander specializations, gear, and capital ships, but also features rules for playing cinematic mass combat scenarios and guidelines for crafting suspenseful military missions and campaigns. Scheduled to ship in January 2016.

FFG SWA36 \$29.95

**STAR WARS RPG: FORCE AND DESTINY SPECIALIZATION DECKS**

Each *Force and Destiny* Specialization Deck includes twenty talent cards for a single specialization. With these cards, players and GMs can easily and quickly reference the relevant talents and stay focused on the ongoing adventure. Scheduled to ship in October 2015.

ARTISAN FFG USWF12 PI

ATARU STRIKER FFG USWF14 PI

HUNTER FFG USWF16 PI

PATHFINDER FFG USWF15 PI

SHADOW FFG USWF13 PI

SHIEN EXPERT FFG USWF11 PI

FFG USWF11 PI

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A Sourcebook for Commanders

starwars.com

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STAR WARS X-WING MINIATURES GAME: DIAL UPGRADE KITS

Customize and enhance your maneuver dials as you declare your allegiance to the Rebel Alliance, the Galactic Empire, or the galaxy's Scum and Villainy with *Maneuver Dial Upgrade Kits* for *X-Wing*! Each kit includes three stylized, plastic protectors to house your ships' maneuver dials. In addition, you'll find dial ID tokens with ship icons to easily identify which dials match your ships in the heat of battle. Scheduled to ship in January 2016.

IMPERIAL MANEUVER FFG SWX50	\$9.95
REBEL MANEUVER FFG SWX49	\$9.95
SCUM AND VILLAINY MANEUVER FFG SWX51	\$9.95

FEATURED ITEM



WARHAMMER 40K DARK HERESY 2ND EDITION RPG: ENEMIES BEYOND HARDCOVER

In the darkness of the far future, the Empire faces countless threats, but few rival that posed by the insidious powers of Chaos. In *Enemies Beyond*, a new supplement for *Dark Heresy Second Edition*, you become an Acolyte with the Ordo Malleus - those tasked with battling the foul Daemons of the Warp. New Acolyte options allow you to play an Exorcised character or a powerful Astropath, while gazetteers offer information on Daemonic threats to the Askellon sector, and GM's will find rules for creating Daemon Princes, details on the rites of possession and exorcism, and guidance for crafting adventures for the Ordo Malleus. Scheduled to ship in January 2016.

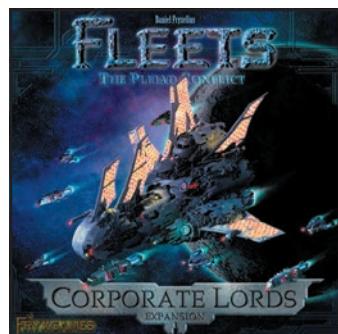
FFG DH25 \$39.95

FRYXGAMES HANDELSBOLAG

FLEETS: THE PLEIAID CONFLICT - CORPORATE LORDS EXPANSION

The Corporations are back with unique traits and ships! In this expansion to *Fleets: The Pleiad Conflict*, each Corporation gains a special ability as well as its own unique escort ship. Two neutral fleets move between the planets: the Pirates fire their guns at anyone entering the system, while the Merchants allow the players to gain extra resources from other systems. The players may also build operation bases where they can recharge and repair (hopefully without too much interruption). Scheduled to ship in December 2015.

IMP FYX005 \$17.00



THE GALLANT HAND'S GAMERS GEAR

LOGO COTTON GAMER

BAGS (5" X 7")

Scheduled to ship in October 2015.

BLACK EVIL DICE

GHG CB1025 \$8.90

BLACK GOT DICE

GHG CB1028 \$8.90

BLACK LIVE OR DIE

GHG CB1026 \$8.90

BLACK MARBLES

GHG CB1027 \$8.90



8 PIECE METAL FILES

GF9 GFT028 \$14.99



MULTI ROYAL VELVET GAMER

BAG (5" X 7")

Scheduled to ship in October 2015.

GHG VB4014 \$11.54

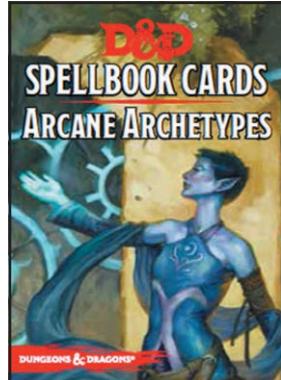


DIAMOND MICRO FILES

GF9 GFT029 \$12.99



GALE FORCE NINE



DUNGEONS & DRAGONS RPG: DECKS

Scheduled to ship in November 2015.

ARCANE

GF9 73910 \$3.50

CLERIC DOMAINS

GF9 73909 \$6.99

DRUID CIRCLES

GF9 73911 \$3.50

MARTIAL POWERS & RACES

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GF9 73912 \$3.50

HOBBY BONE SAW

GF9 GFT034 \$11.99



HOBBY DRILL WITH BITS

GF9 GFT032 \$9.99



MINIATURES TOOLS

Scheduled to ship in December 2015.

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DESCENT®

JOURNEYS IN THE DARK

SECOND EDITION

STEWARDS OF THE SECRET

HERO AND MONSTER COLLECTION

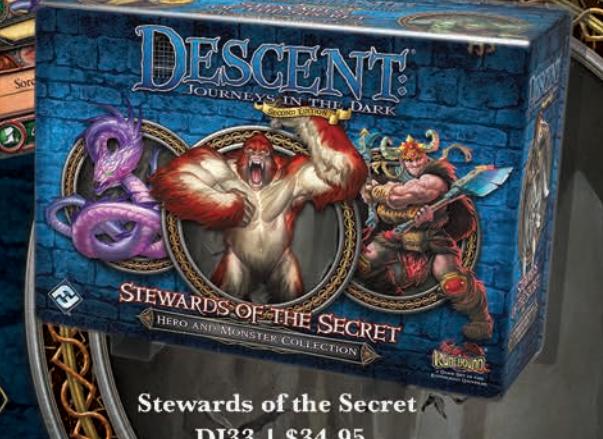


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TERRINOTH'S DARK PAST!



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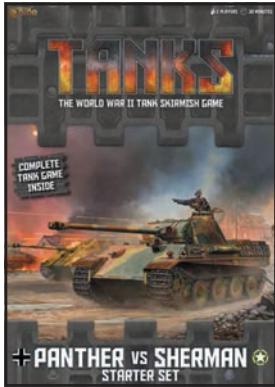
You cannot equip Light Armor or Heavy Armor.
Once during your turn, you may choose 1 non-lair monster and move that space.



TAPE MEASURE
GF9 GFT022 \$5.99

TANKS

Scheduled to ship in February 2016.

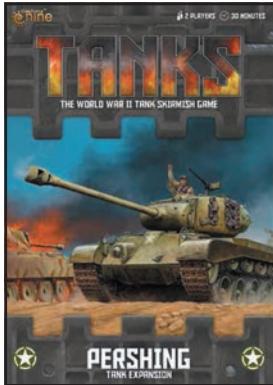


TANKS: STARTER SET - PANTHER VS SHERMAN
In *Tanks*, an easy-to-learn, quick-playing, small-scale, tabletop game, players take command of a tank platoon seeking to destroy their opponent's tanks and secure victory. Pick your tanks and crew, upgrade them to your specifications, and defeat your enemy - or die trying! Each Starter Set comes complete with three Plastic Tanks (one Panther, two Sherman), 12 Dice, 16 Movement/Destroyed Tokens, 32 Damage Tokens, four Objective Tokens, four Measuring Arrows, 40 Tank Identification Tokens, two Cardboard Forests, four Cardboard Houses, 18 Tank Cards, 16 Crew Cards, seven Hero Crew Cards, 16 Upgrade Cards, 32 Damage Cards, and a Rulebook.
GF9 TANKS01 \$24.99



GERMAN STUG G
GF9 TANKS04 \$9.99

US DICE SET
GF9 TANKS15 \$12.99



US PERSHING AND SUPER PERSHING
GF9 TANKS03 \$9.99



US SHERMAN 75MM AND SHERMAN 76MM
GF9 TANKS02 \$9.99

GAMES WORKSHOP

WARHAMMER 40K

Scheduled to ship in October 2015.



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SPACE MARINE VANGUARD VETERAN SQUAD
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TAU EMPIRE FIRE WARRIORS
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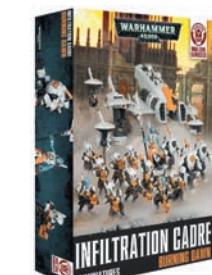


TAU EMPIRE KV128 STORMSURGE
GAW 56-18 \$150.00

TAU EMPIRE TIDEWALL RAMPART
GAW 56-53 \$160.00



TAU EMPIRE XV95 GHOSTKEEL BATTLESUIT
GAW 56-20 \$75.00



INFILTRATION CADRE BURNING DAWN
GAW DC1-60 \$110.00



SHADOW FORCE SOLAQ
GAW DC2-60 \$140.00



CHAOS DAEMONS SKARBRAND THE BLOODTHIRSTER
GAW 97-28 \$130.00



WARHAMMER: VISIONS ISSUE 21 OCTOBER 2015

Scheduled to ship in October 2015.
GAW WV21-60 \$12.00

WHITE DWARF WEEKLY

Scheduled to ship in December 2015.

ISSUE 97	GAW WDW097-60 \$4.00
ISSUE 98	GAW WDW098-60 \$4.00
ISSUE 99	GAW WDW099-60 \$4.00
ISSUE 100	GAW WDW100-60 \$4.00

GOODMAN GAMES

DUNGEON CRAWL CLASSICS: 2015 HOLIDAY MODULE - ADVENT OF THE AVALANCHE LORDS

This third annual *Dungeon Crawl Classics* Holiday module evokes the holiday-themed television specials of childhood - with a particularly nasty spin! While the possibility of a happy ending exists after the carnage, the adventurers will have to earn their smiles and accolades. This Level 3 Dungeon Crawl can be set anywhere in the cold, wintry climate of any campaign world, and though it assumes a typical medieval fantasy background, there are elements of high magical-technological wonder in the works from the elves and wizards of the far north. Scheduled to ship in December 2015.
IM GMG52015 \$9.99

HABA USA



It's laundry day for a group of smelly monsters. The problem is, they're washing everything, including themselves! That's where you come in. As fast as you can, try to sort through the laundry piles for matching monster tiles, then hang 'em out to dry from an elastic clothesline held taut by all the players standing in a circle. Collect all eight and you win the golden clothespin for the round. Scheduled to ship in December 2015.
HAB 301588 \$20.00

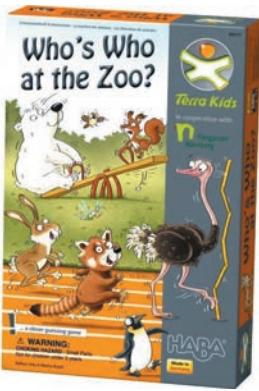
GERMAN DICE SET
GF9 TANKS16 \$12.99



GERMAN PANTHER AND JAGPANTHER
GF9 TANKS06 \$9.99



GERMAN PANZER IV
GF9 TANKS05 \$9.99



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HAB 300177 \$15.00

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MLB B6925..... PI



HEART OF THE DEERNICORN



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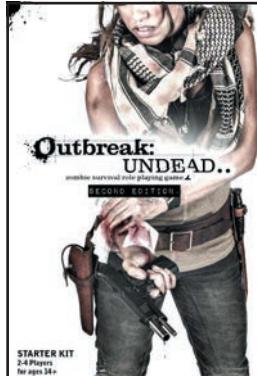
HDC HODT 003..... \$75.00

HUNTERS BOOKS

OUTBREAK UNDEAD RPG: 2ND EDITION STARTER KIT

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S2P HB1005..... \$39.99



IELLO

HEROES OF NORMANDIE: GAZETTE #4

Keep your *Heroes of Normandie* games fresh and interesting with regular new content. Scheduled to ship in November 2015.

IEL 58054..... \$14.99



WORLD OF YO-HO

Become the most famous pirate of Yo-Ho, a parallel world teeming with intelligent animals, lost islands, and wild magic! The call to adventure echoes throughout this land, and although life on the high seas is a dangerous game, for those that truly embrace the pirate spirit the promise of glory is worth any risk. Will you sink... or will you sail? This fantasy board game of adventure and piracy on the high seas features a high-quality board that represents the minutely detailed world of Yo-Ho and a free downloadable app that turns your smartphone into a ship that any captain would be proud of! Simply place your phone on the map and set sail for adventure!

Scheduled to ship in December 2015.

IEL 51276..... \$59.99

INDIE BOARDS & CARD



MELEE

The King has died childless and the land has had its last days of peace and prosperity. Now the power hungry nobles each see their opportunity to seize the throne and launch a war without mercy to assert their own rights. Only force of arms, and the gold to pay for it, matters. Who shall succeed to grab the throne in the chaos that ensues? *Melee* is a nasty, brutal, and fast-paced war game of domination and attrition. Scheduled to ship in November 2015.

PSI IBCMEL1..... \$24.99

IRON WIND METALS

CLASSIC BATTLETECH MINIATURES

Scheduled to ship in February 2016.

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IWM 20-5129 \$11.50

KHEPER KHP-7R MECH

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JUNK SPIRIT GAMES



JUNKING

Set in artist Justin Hillgrove's *Imp Lands* world, players in *JunKing* assume the role of a Scavenger Imp sifting through the epic trash mountains of the Junk Lands, searching for rare and powerful items to raise your social standing within the tribe. Only those with the best junk will come out on top as the JunKing! Scheduled to ship in January 2016.

IMP JSG01 \$24.99

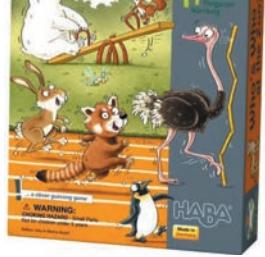
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KNIGHTS OF THE DINNER TABLE # 228

Scheduled to ship in January 2015.

KEN 228 \$5.99



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HAB 300177 \$15.00

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MLB B6925..... PI



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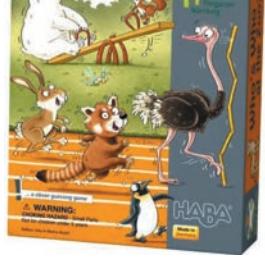
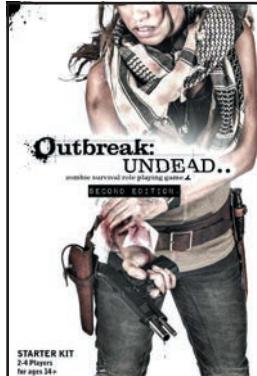
HDC HODT 003..... \$75.00

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S2P HB1005..... \$39.99



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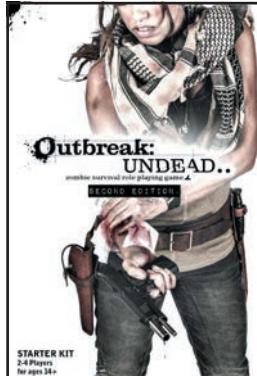
HDC HODT 003..... \$75.00

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GAMES

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YU-GI-OH! TCG: BREAKERS OF SHADOW BOOSTER DISPLAY (24)

Swords will clash with *Breakers of Shadow*! Sharpen your blades and get ready to Duel with the Destruction Swordmaster, Buster Blader, with a mighty band of new support cards that make this iconic monster stronger than ever before! In addition to this legendary warrior, the Shiranui use the strength of Samurai spirit warriors to power you through Duels, while Twilight Ninjas rely on speed and numbers to overwhelm your foes, and the steam-powered Pendulum dinosaurs, Dinomists, land a heavy hit when you least expect it. Plus, new cards for existing themes are also included like Melodious, Goyo, Majespecter, Odd-Eyes, Performapal, Magicians, and more, headlined by over a dozen new Extra Deck monsters! This 100-card expansion for the *Yu-Gi-Oh! Trading Card Game* is introduced in 9-card boosters packed in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 82587-D \$95.76



GLAMBECK GHOSTS, ADA LORANA TEAM (10)

MGE MGDBM121 \$29.99



DUNGEON SAGA: THE RETURN OF VALANDOR

Mortibris is bent on releasing the great Demon Lord Ba'el, Bane of the Mortal Kingdoms, from his eternal confinement. With his help, Mortibris intends to achieve his long-held goal of breaking down the barriers that exist between the mortal world and the realm of the dead. He cannot be allowed to succeed! This Quest Book continues the adventures in the *Dungeon Saga* core game with six new scenarios. Scheduled to ship in December 2015.

MGE MGDS03 \$49.99



HECTOR WEISS, SPEEDBALL MVP

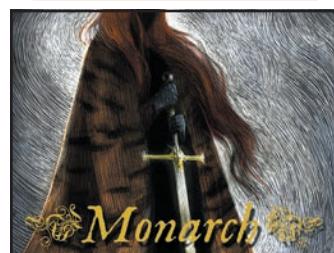
MGE MGDBM126 \$9.99



JUDGE DREDD, DREADBALL REFEREE

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MARY FLANAGAN



MONARCH

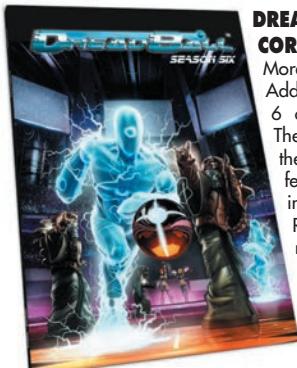
Your mother, the Queen, has lived out her years and will soon pass on the crown. As heirs to the throne, the time has come for you and your siblings to demonstrate your intelligence, compassion, bravery, and strength as leaders. Choose strategies that will bring prosperity to the land and glory to your court. Defend the realm from threats and famine. Who will reign and be named heir in *Monarch*. Scheduled to ship in November 2015.

PSI MON01 \$44.95

MANTIC ENTERTAINMENT

DREADBALL

Scheduled to ship in October 2015.



DREADBALL SEASON 6 CORE BOOK

More Alien Races! More MVPs! More Giant Players! Add increased carnage to your matches with Season 6 of the Galaxy's Greatest Sport - *Dreadball*! There's so much more packed into this season, the DGB issued a health warning! This expansion features rules for GIANT players and hacking into the DGB's computer systems, plus a new Reputation rating for your teams, and a host of new abilities and MVPs to add to your games. It also introduces four new teams - the Crystallans, the Tsudochan, the Koris, and the Ada-Lorana.

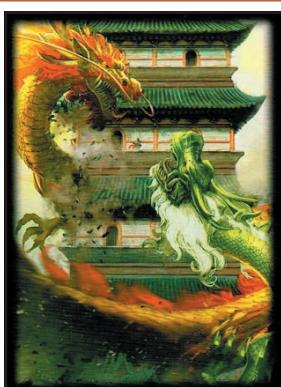
MGE MGDBM120 \$24.99



SULENTIC SHARDS, CRYSTALLAN TEAM (10)

MGE MGDBM123 \$29.99

MAX PROTECTION



TROUBLE AT THE TEMPLE DECK BOXES

MAX 100LTAT PI
SLEEVES (50) PI
MAX 7060LTAT PI



FRAN TAAR PHILOSOPHERS, TSUDOCHAN TEAM (10)

MGE MGDBM122 \$29.99



WU-LING WANDERS, KORIS TEAM (10)

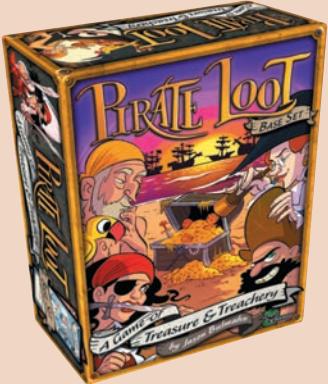
MGE MGDBM124 \$29.99

APOCALYPSE RIO

DECK BOXES MAX 100LARIO PI
 SLEEVES (50) MAX 7060LARIO PI

DEALER SLEEVES (100)

MAX DS2047 PI

MINOTAUR GAMES**SPOTLIGHT ON****PIRATE LOOT**

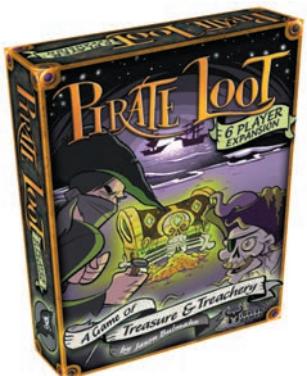
Betray Your Friends! Steal Their Loot! In *Pirate Loot*, a fast-paced game of treasure and treachery designed by Jason Bulmahn, creator of the *Pathfinder Roleplaying Game*, with art by Scott Kurtz (PvP) and Dylan Maconis (*Family Man*), recruit pirates from your hand to form the strongest crew, backstabbing your friends while giving you the edge to claim the best loot when the "Set Sail" card is played. Collect enough booty to retire in luxury and win the game! Scheduled to ship in November 2015.

PZO MIN-1000 \$19.99

**PIRATE LOOT:
6-PLAYER EXPANSION**

More pirates to help you claim all the loot! By adding two new factions of pirates to your game, you can play *Pirate Loot* with up to six players. Recruit sneaky pirates that strike while hidden or undead pirates that raise the dead to fight for you! Scheduled to ship in November 2015.

PZO MIN-1001 \$11.99

**MOMENTUM VOLSK****CASTLE ASSAULT**

In the most ancient Elven tomes lay fragments of the origins of the world of Caleas'ri'eal - 'Artifice'. These tokens are foretold to imbue its wielder with vast wisdom, infinite knowledge, immeasurable strength, and magical power of the Gods, themselves! But, as power grows, so does hubris, and conflicts and war ravage the land. Now, the boldest among your people rise to the challenge to gather pieces of Artifice scattered across the world, fight back the tides of war, and forge a new kingdom - one of borne of blood and sacrifice. Capture all the Artifice and take the throne as God-King in *Castle Assault*. Scheduled to ship in November 2015.

VOL CA001 \$59.95

MONTE COOK GAMES**NO THANK YOU EVIL! RPG**

Olivia is a Super Smart Princess who Experiments With Science. Rowan is a Cool Robot who Plays With Ooey Gooey Things. They just found out that their friend Wiffle has been captured by saw-toothed witches deep in DragonSnot Falls! They're the only ones who can enter Storia and save Wiffle - how will they do it? It's all up to them! *No Thank You, Evil!* is tabletop game of make-believe, adventure, and storytelling for creative young minds and their families. Scheduled to ship in February 2016.

PSI MCG074 \$39.99

WHO DONE IT?**MYSTERY!**

Motive for Murder!



**THAT FINAL SCENE IN
EVERY FILM NOIR.
FEATURING
EDWARD GOREY ART.**



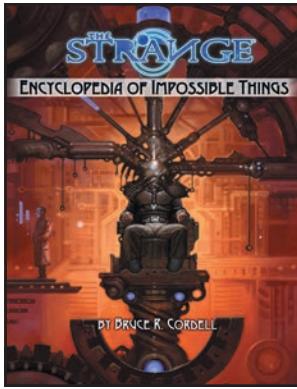
**MADE
IN USA**

Mayfair Games

www.mayfairgames.com



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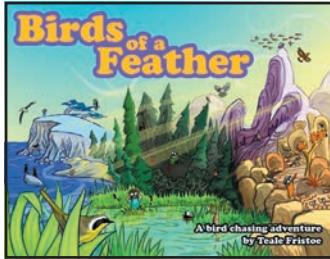


THE STRANGE RPG: ENCYCLOPEDIA OF IMPOSSIBLE THINGS HARDCOVER

In *The Strange*, players explore pocket dimensions seeded from Earthly fiction and mythological dimensions powered by magic, mad science, psionics, or even more bizarre laws of nature. They often find treasures or equipment beyond anything imagined back on Earth - or items of Earthly myth, made real in the depths of the Strange. A gear and goodies supplement for *The Strange*, *The Encyclopedia of Impossible Things* contains over 400 new cyphers, 200 new artifacts, and scores of other items that might be encountered in the shoals of Earth. Scheduled to ship in February 2016.

PSI MCG051 \$39.99

NOTHING SACRED GAMES

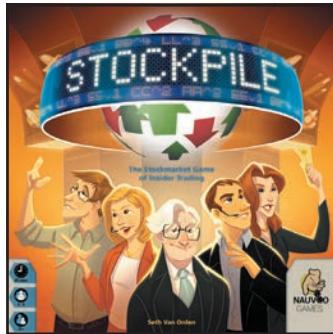


BIRDS OF A FEATHER

Birds of a Feather is a fast paced, easy to learn card game about going on a great bird watching adventure! Games fly by as you and your friends explore different habitats to see as many beautifully illustrated birds as you can! Scheduled to ship in December 2015.

IMP NSD0301 \$20.00

NAUVOO



STOCKPILE

You know about future stock price changes, but will you be able to act on that knowledge without drawing attention? Invest wisely, manipulate the financial markets, and misdirect your opponents to amass the greatest NET worth in *Stockpile*! Scheduled to ship in November 2015.

NVG 001 \$50.00

NINJA DIVISION GAMES



ANGRY SHEEP

A game of Crazy Barbarians vs the Wooly Revolution led by Sheep Guevara, *Angry Sheep* is ridiculous fun in a tube! Roll the dice, keep your doubles, and take the re-rolls, all with the goal of stealing your neighbor's rebellious sheep. But, watch out! Your Barbarian may be distracted by frosty, delicious mugs of root beer! Scheduled to ship in December 2015.

NJD 140101 \$19.95



GUARDS! GUARDS! A DISCWORLD BOARD GAME

Set in the world of Sir Terry Pratchett's Discworld, *Guards! Guards!* is an action-packed, fast-paced board game rooted in the streets of Ankh-Morpork, the Discworld's oldest, grubbiest, and least law-abiding city. Secret societies, rampaging trolls, cutthroat street sellers, and an 800-pound set of luggage thundering around the city on

\$49.95

hundreds of tiny legs abound. Players need wits and strategy to survive, never mind returning the stolen Great Spells to the Unseen University and saving the Discworld from looming destruction! Scheduled to ship in November 2015.

NJD DWG02 \$59.95



RIDE ETERNAL T-SHIRT

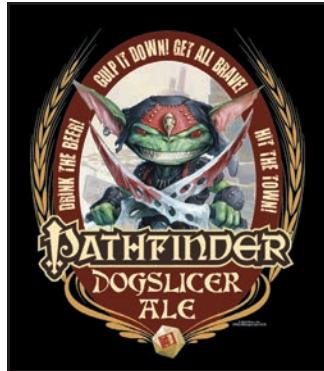
Scheduled to ship in October 2015.
 (M) OWD 18014-M PI
 (L) OWD 18014-L PI
 (XL) OWD 18014-XL PI
 (XXL) OWD 18014-XXL PI



SUPERWHOLOCK T-SHIRT

Scheduled to ship in October 2015.
 (M) OWD 19078-M PI
 (L) OWD 19078-L PI
 (XL) OWD 19078-XL PI
 (XXL) OWD 19078-XXL PI

OFFWORLD DESIGNS



PATHFINDER DOGSlicer ALE

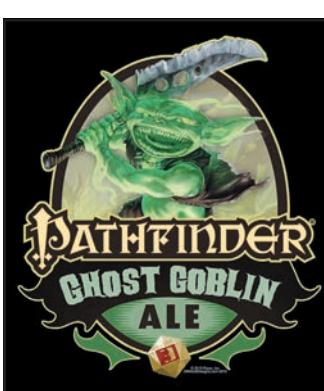
T-SHIRT

Scheduled to ship in October 2015.
 (M) OWD 29015-M PI
 (L) OWD 29015-L PI
 (XL) OWD 29015-XL PI
 (XXL) OWD 29015-XXL PI



VOTE CTHULHU T-SHIRT

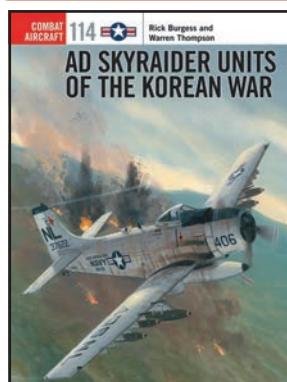
Scheduled to ship in October 2015.
 (M) OWD 22008-M PI
 (L) OWD 22008-L PI
 (XL) OWD 22008-XL PI
 (XXL) OWD 22008-XXL PI



PATHFINDER GHOST GOBLIN ALE T-SHIRT

Scheduled to ship in October 2015.
 (M) OWD 29016-M PI
 (L) OWD 29016-L PI
 (XL) OWD 29016-XL PI
 (XXL) OWD 29016-XXL PI

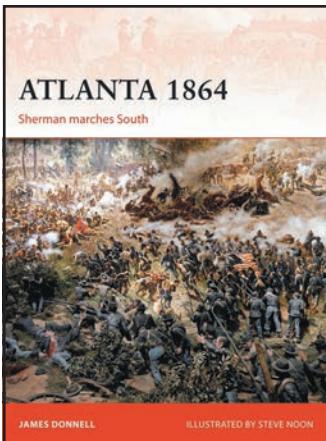
OSPREY PUBLISHING



AD SKYRAIDER UNITS OF THE KOREAN WAR

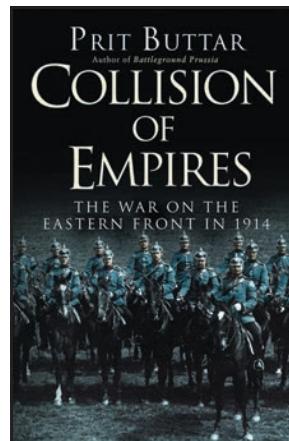
The Douglas AD Skyraider is considered the most effective naval aircraft of the Korean War, overshadowed in fame by the new jet fighters that captured the public imagination. This book tells the story of the carrier-based U.S. Navy squadrons and the three land-based U.S. Marine Corps AD units that flew combat missions against the North Koreans and Chinese. Scheduled to ship in February 2016.

OSP COM114 \$22.95

**ATLANTA 1864: SHERMAN MARCHES SOUTH**

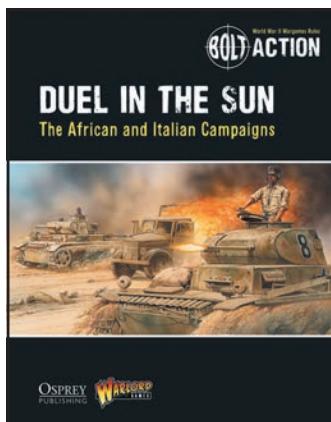
Atlanta marked the beginning of the final Confederate struggle for survival. Union forces under Major-General William Tecumseh Sherman lined up against Joseph E. Johnston's Army of Tennessee. The superior Union numbers forced the Confederates into a series of delaying actions from entrenched positions. When John Bell Hood replaced Johnston, the Confederates launched increasingly attacking campaigns, but were finally forced to give up the city as the Union troops smashed their supply lines, denying the Confederacy its principal granary and manufacturing districts. Sherman was left to embark on his famous March to the Sea. Scheduled to ship in February 2016.

OSP CAM290\$21.95

**COLLISION OF EMPIRES**

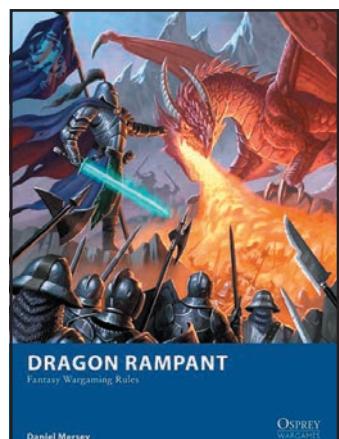
Imperial Germany, Hapsburg Austria-Hungary, and Tsarist Russia clashed on a scale greater than the Western Front campaign to the Marne and the Race to the Sea in 1914. Drawing on first-hand accounts and detailed archival research, this is a dramatic retelling of the tumultuous events of the first year of World War I on the Eastern Front, with the battles of Tannenberg and the Masurian Lakes in East Prussia, followed by the Russo-Austrian clashes in Galicia and the failed German advance towards Warsaw. Scheduled to ship in February 2016.

OSP GM318\$18.00

**BOLT ACTION: DUEL IN THE SUN - THE AFRICAN AND ITALIAN CAMPAIGNS**

With *Duel in the Sun*, players can take command of the doughty Desert Rats of Montgomery's Eighth Army, the fast-moving and hard-hitting raiders of the Long Range Desert Group (LRDG), or Rommel's mighty Afrika Korps to recreate some of the most iconic battles of World War II - Operations Compass, Crusader and Torch, Tobruk, and Alamein among others. Offering scenarios, special rules, and new troop types, this theater book for *Bolt Action* also takes players across the Mediterranean front North Africa, where they can follow the Italian Campaign from the invasion of Sicily, through the battles for Anzio and Cassino, to the final assaults on the Gothic Line. Scheduled to ship in February 2016.

OSP BTC013\$29.95

**DRAGON RAMPANT: FANTASY WARGAMING RULES**

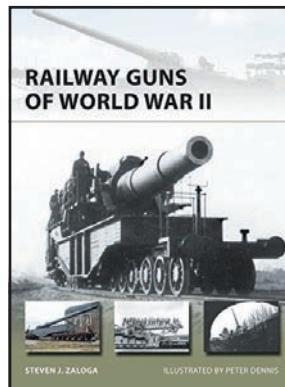
Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil, or a Northern barbarian facing claimants to a stolen throne, *Dragon Rampant* allows you to bring those battles to the tabletop. Developed from the popular *Lion Rampant* system, *Dragon Rampant* is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. Scheduled to ship in December 2015.

OSP OWG013\$17.95

**ODIN'S RAVENS: A MYTHICAL RACE GAME**

Every morning Odin sends his ravens, Huginn and Muninn, across the entire planet to bring back news of what life is like on Earth. Naturally, after thousands of years, they've gotten a little competitive! Focus on speed, enlist the help of the trickster god Loki to create shortcuts, or hinder your opponent as you race through the landscape in opposite directions to be the first to return to Odin with your news. Featuring all-new artwork from celebrated Swedish fantasy artist Johan Egerkrans, *Odin's Ravens* is a fast-paced, mythical race game for two players. Scheduled to ship in February 2016.

OSP OSG001\$24.00

**RAILWAY GUNS OF WORLD WAR II**

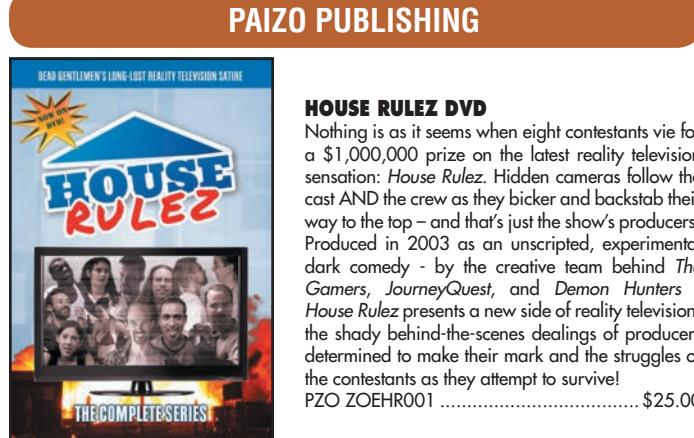
World War II marked the zenith of railway gun development. Although many of the railway guns initially deployed at the start of the conflict were of World War I vintage, Germany's ambitious development program saw the introduction of a number of new classes. This book provides an overview of the types of railway guns in service during World War II, with a special focus on the German railway artillery used in France, Italy, and on the Eastern Front, analyzing why railway guns would largely disappear from use following the end of the war. Scheduled to ship in February 2016.

OSP NVG231\$17.95

**World War II US Army Combat Equipments**

In this highly illustrated book, Special Forces veteran Gordon Rottman offers a truly comprehensive treatment of U.S. World War II gear, covering not only basic belts, pouches, and packs, but also mess gear, first-aid gear, tools, bivouac/camping gear - essentially everything that a GI has to keep him alive and operational on the battlefield. Scheduled to ship in February 2016.

OSP ELI210\$18.95

**HOUSE RULEZ DVD**

Nothing is as it seems when eight contestants vie for a \$1,000,000 prize on the latest reality television sensation: *House Rulez*. Hidden cameras follow the cast AND the crew as theyicker and backstab their way to the top - and that's just the show's producers! Produced in 2003 as an unscripted, experimental dark comedy - by the creative team behind *The Gamers*, *JourneyQuest*, and *Demon Hunters* - *House Rulez* presents a new side of reality television: the shady behind-the-scenes dealings of producers determined to make their mark and the struggles of the contestants as they attempt to survive!

PZO ZOEHR001\$25.00

PAIZO PUBLISHING**HOUSE RULEZ DVD**

Nothing is as it seems when eight contestants vie for a \$1,000,000 prize on the latest reality television sensation: *House Rulez*. Hidden cameras follow the cast AND the crew as theyicker and backstab their way to the top - and that's just the show's producers! Produced in 2003 as an unscripted, experimental dark comedy - by the creative team behind *The Gamers*, *JourneyQuest*, and *Demon Hunters* - *House Rulez* presents a new side of reality television: the shady behind-the-scenes dealings of producers determined to make their mark and the struggles of the contestants as they attempt to survive!

PZO ZOEHR001\$25.00

SPOTLIGHT ON



weapons, spells, items, and other boons that will serve your inquisitor through an entire Adventure Path. Scheduled to ship in February 2016.

PZO 6814 \$19.99

PATHFINDER ADVENTURE CARD GAME: INQUISITOR CLASS DECK

Vengeance and Devotion! Inquisitors root out enemies of their faith by any means necessary. The *Inquisitor Class Deck* accessory for the *Pathfinder Adventure Card Game* allows players to bring these determined zealots to any Base Set, including the demon-infested Wrath of the Righteous campaign! The 109-card *Inquisitor Class Deck* contains three new characters - including a new version of the iconic inquisitor Imrika - and both new and familiar



PATHFINDER FLIP-MAT CLASSICS: DUNGEON

Dungeons Deep! Treasure and danger lie hidden in the dark corners of the world. From secret fountains to lonely crypts, *Flip-Mat: Dungeon* is a perfect set piece for any adventure, featuring a host of classic adventuring staples and brand-new subterranean dangers. This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker.

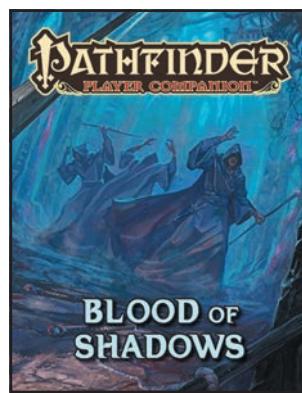
PZO 31009 \$13.99



PATHFINDER FLIP-MAT CLASSICS: TOWN SQUARE

Go To Town! The hustle and bustle of the city has to happen somewhere! From market stalls to the city gates, *Flip-Mat: Town Square* is a perfect set piece for any campaign, and it makes a great location for calming riots, battling invaders, picking pockets, or weathering a siege! This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker.

PZO 31010 \$13.99



PATHFINDER PLAYER COMPANION: BLOOD OF SHADOW

Whether from the subterranean wilds of the Darklands or otherworldly realms of absolute shadow, heroes rise from the darkest nights. *Pathfinder Player Companion: Blood of Shadows* explores the strange paths and subtle abilities of adventurers empowered by darkness. Discover the secrets of races infused with shadow, like fetchlings, wayangs, and others, while new combat styles and techniques reveal the skills of subterranean weapons masters, and penumbral spells grant mastery over the darkness itself. Plus, a host of new archetypes, feats, and magic items allow characters of all types to infuse themselves with the power of shadow. Don't fear the dark, let *Blood of Shadows* make you its master! Scheduled to ship in February 2016.

PZO 9466 \$14.99

PANINI AMERICA



DRAGON BALL Z EVOLUTION 2015

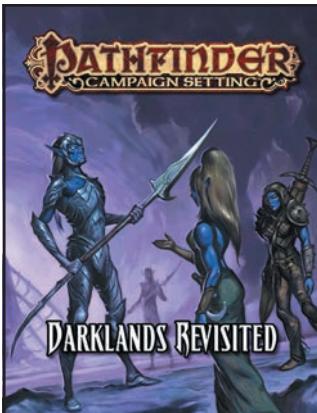
Androids have taken over the universe in the *Dragon Ball Z Evolution Trading Card Game*! Play as the villainous Android 17, 18, 19, or 20 or take control of the all-new heroic Vegeta (Super Saiyan included)! Featuring over 140 hard-hitting cards to collect and play, the *Dragon Ball Z Evolution Trading Card Game* is introduced in six different, pre-constructed, tournament legal, 60-card Starter Decks offered in 10-count displays, as well as supplemental 12-card boosters packed in 24-count displays. Scheduled to ship in October 2015. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (24)

PNA 87115-D \$95.76

STARTER DISPLAY (10)

PNA 87111-D \$149.90



PATHFINDER CAMPAIGN SETTING: DARKLANDS REVISITED

Reason to Fear the Dark! Beneath the surface, the denizens of the Darklands stalk a world of endless night. *Pathfinder Campaign Setting: Darklands Revisited* casts new light on these subterranean terrors, preparing heroes to face what dangers lurk below. This guide reveals 10 notorious Darklands races and monsters, from familiar foes like troglodytes and drow to elusive menaces like urdefhan and seugathi. Each chapter presents detailed ecologies, monstrous rules options and variants, and stat blocks for notorious foes. Scheduled to ship in February 2016.

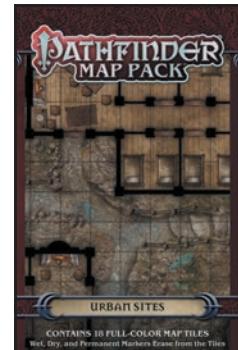
PZO 9289 \$22.99



PATHFINDER FLIP-MAT: BIGGER TAVERN

There's room for everyone at the bar with *Pathfinder Flip-Mat: Bigger Tavern*. Fully laid out, *Flip-Mat: Bigger Tavern* measures 27 x 39 inches, and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, *Pathfinder Flip-Mats* fit perfectly into any Game Master's arsenal! Scheduled to ship in February 2016.

PZO 30071 \$19.99



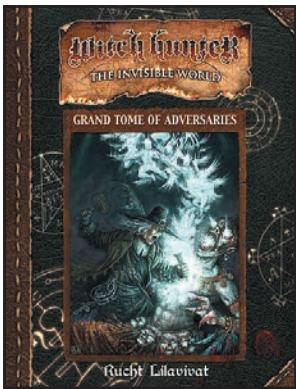
PATHFINDER MAP PACK: URBAN SITES

It's a big city, so go wherever you want! *Pathfinder Map Pack: Urban Sites* contains 18 full-color, 5 x 8-inch map tiles stunningly crafted by cartographer Jason A. Engle, that create a host of common urban locales and hotspots. Wet, dry, and permanent markers erase from the tiles! Scheduled to ship in February 2016.

PZO 4060 \$14.99



PARADIGM CONCEPTS

**WITCH HUNTER RPG:
2ND EDITION - GRAND
TOME OF ADVERSARIES**

As the ancient Seal of Solomon has slowly faded over millennia, more denizens of the Invisible World slip once again into the world of man. Only the gifted ranks of Witch Hunters are equipped to face terrors beyond mortal ken. This invaluable guide to the fearsome monsters of the Invisible World provides everything Grand Masters need to challenge cadres of intrepid Witch Hunters with the foulest minions of the Adversary. Scheduled to ship in December 2015.

S2P PCI2504 \$39.99

PATCH PRODUCTS

**5 SECOND RULE JUNIOR**

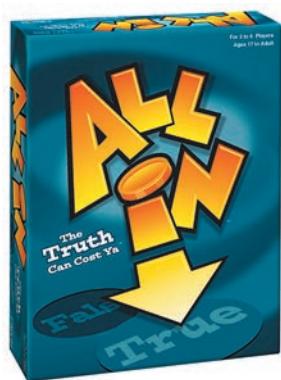
It seems like it would be easy to name three flavors of ice cream - but can you do it under the pressure of 5-seconds twisting down, and with the other players staring at you? You have to be quick, so just say whatever comes to mind and risk silly answers slipping out! It's all in good fun with this fast-paced game where you have to Just Spit it Out! Scheduled to ship in September 2015.

PAT 7424 PI

**PERPLEXUS STAR WARS
DEATH STAR**

Star Wars' ultimate weapon - the Death Star - is now the Perplexus ultimate 3D maze! Hold the power in your hands, twisting and turning the Death Star to maneuver your marble along the track and make it to the end like the Jedi survivor you are! Features awesome lights and sounds, too! Batteries included. Scheduled to ship in September 2015.

PAT 740 PI

**ALL IN**

The Truth Can Cost Ya! In All In, one player chooses a statement from a card and reads it, secretly answering with a true or false. Now, how well do you know that person? Can you guess their answer? Place ALL of your chips on True and/or False. Choose wisely because the chips on the wrong answer will be lost! Scheduled to ship in September 2015.

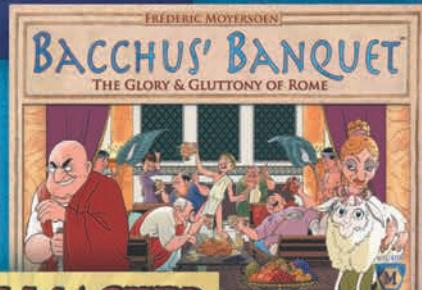
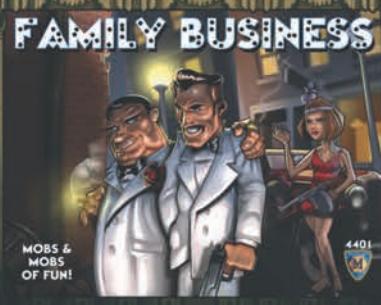
PAT 7408 PI

**STACK ATTACK**

In this Dice-It-Up Don't-Let-It-Fall Game, play it risky or play it safe - either way you just gotta stack it! Roll your dice and stack higher or lower numbers on the dice tower. Just don't be the player who knocks down the tower because you'll score a big fat zero! But, if you get all of your dice on the tower before it falls, everyone else loses out! Scheduled to ship in September 2015.

PAT 6890 PI

Got family? Play a game!

**STATION MASTER**

**MADE
IN USA**

Mayfair Games
www.mayfairgames.com

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**YETI IN MY SPAGHETTI**

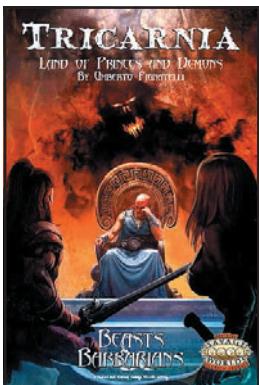
Who knew Yetis liked spaghetti? We did! In this wacky, fun game, the noodles are laid across the bowl and the Yeti is just sitting there on the noodles...but, as you remove the noodles one by one (be careful!), the Yeti could fall into the bowl, and that would mean you lose! Scheduled to ship in September 2015.

PAT 6958 \$19.99

PENCIL FIRST GAMES**GEMPACKED CARDS**

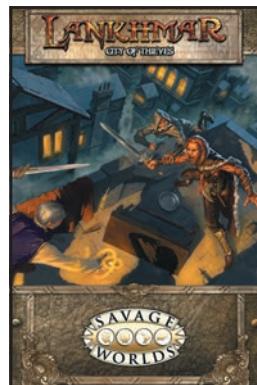
The Space Geminos Need Your Help! In *GemPacked Cards*, players race to create the rarest gems as you combine colors in ways you never expected! Collect, trade, and blend the Geminos' colors to take the lead as you load them up in their rocket ships to the stars. Scheduled to ship in February 2016.

IMP PFX300 \$24.99

**PINNACLE ENTERTAINMENT GROUP****SAVAGE WORLDS RPG: BEASTS & BARBARIANS: TRICARNIA - LAND OF PRINCES AND DEMONS**

Tricarnia, the land of the haughty Priest Princes, awaits you! Grab your sacrificial dagger, call for your slaves, and summon your preferred demon: the honor of your House has been challenged and you cannot let such an insult pass! Within the pages of this *Beasts & Barbarians* sourcebook you'll learn the ways of the Sons of Keron, forged from betrayal, lust, and age-old sorceries. But don't be fooled! Hidden in ancient ruins, you'll hear the arcane invocations which were old ages ago, witness powerful sorcerers bargain with demons for their immortal souls, and your skin will crawl to see the Masters of the Lotus playing with nature, twisting beasts and persons for their wicked experiments. Plus you'll find a dozen new Edges, extended magical rules, new gear, and more! Scheduled to ship in December 2015.

S2P 30006 \$29.99

**SAVAGE WORLDS RPG: LANKHMAR: CITY OF THIEVES**

In the City of Sevenscore Thousand Smokes, danger lurks down every dark alley. Sinister sorcerers summon terrible forces in their crumbling towers. Treacherous rogues of the Thieves' Guild prowl the Plaza of Dark Delights. Assassins from the Slayers Brotherhood work the Tenderloin District. And hunched figures skitter beneath the streets, waiting for their chance to rise. But there is action, adventure, and wealth here too - if your rogues have the skill and bravado to claim it! The *Savage Worlds* core setting book for Fritz Leiber's world of swords & sorcery, *Lankhmar: City of Thieves* contains details on the world of Nehwon and the city of Lankhmar, plus complete Setting Rules, Savage Tales, monsters, and foes, and recounts of the tales of the world's most notorious scoundrels, including Fafhrd, the Gray Mouser, and their sorcerous sponsors. Scheduled to ship in December 2015.

S2P 11000 \$19.99

**SAVAGE WORLDS RPG: LANKHMAR: SAVAGE FOES OF NEHWON**

Heroes are defined by their adversaries and aided by their allies. The trick in Lankhmar is knowing one from the other. *Lankhmar: Savage Foes of Nehwon* contains a multitude of the best-known characters from Fritz Leiber's Lankhmar stories, new beasts to conquer, new adventures, and a comprehensive adventure generator for the City of Thieves. Work with Alyx the Picklock to thwart the nefarious plans of wizard Lord Quarmal and pocket a few valuable along the way. Study under the Gray Mouser's mentor Glavas Rho and end up facing Fafhrd's Snow Woman mother, Mor, in a magical duel! Scheduled to ship in December 2015.

S2P 11004 \$19.99

**SAVAGE WORLDS RPG: LANKHMAR: SAVAGE TALES OF THE THIEVES' GUILD**

Steal a noble's yacht. Get thrown out of the Silver Eel. Stop a mad god's avatar. It's just another day in the City of Thieves... Within this tome are fourteen Savage Tales to unleash on your wary band of rogues. Task your scoundrels to uncover the source of a mysterious red smoke plaguing the city before a guild war breaks out. Collect the Thieves' Guild's bounty on the notorious pirate known as "Black Skull." Or steal a holy relic out from under the watchful eyes of a rising church on the Street of Gods. Scheduled to ship in December 2015.

S2P 11003 \$19.99

PRIVATEER PRESS**HORDES**

Scheduled to ship in December 2016.

**CIRCLE ORBOROS THE DEATH WOLVES CHARACTER UNIT (3)**

PIP 72083 \$39.99

**LEGION OF EVERLIGHT BLIGHTBRINGER GARGANTUAN**

PIP 73088 \$124.99

HORDES

Scheduled to ship in January 2016.

**SKORNE EXTOLLER ADVOCATE UNIT ATTACHMENT**

PIP 74090 \$14.99

**CIRCLE ORBOROS BLOODWEAVER NIGHT WITCH SOLO**

PIP 72088 \$12.99

SKORNE LEGENDS OF HALAAK PRAETORIAN CHARACTER UNIT

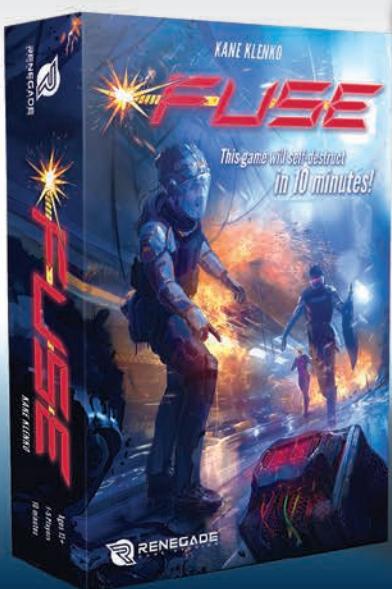
PIP 74089 \$34.99

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IRON KINGDOMS FULL METAL FANTASY UNLEASHED GM TOOLKIT

Equip yourself for adventure with the *Iron Kingdoms Unleashed Game Master Toolkit*. Included are five reusable, dry-erase initiative cards and five dry-erase life spiral cards, as well as a sturdy and durable, four-panel Game Master screen that features frequently used tables and charts. Also included are four full-color, double-sided map tiles to help you build an incredible array of encounters and an all-new, 16-page adventure set in the wild world of *Iron Kingdoms Unleashed*. Scheduled to ship in December 2015.

PIP 425 \$27.99

NO QUARTER MAGAZINE #64

No Quarter #64 kicks off the New Year with a bang! This exciting issue features new model previews, a Guts & Gears feature on a popular warjack, the final segment of exclusive *Iron Kingdoms Unleashed* RPG content focused on the Legion of Everblight, and much more. Scheduled to ship in January 2016.

PIP NQ64 \$8.50

WARMACHINE

Scheduled to ship in December 2015.



CRYX BARATHRUM CHARACTER HELLJACK

PIP 34115 \$59.99



CRYX SOULHUNTERS CAVALRY UNIT (5)

PIP 34121 \$64.99



THE PROTECTORATE OF MENOTH HAND OF JUDGMENT CHARACTER HEAVY WARJACK

PIP 32107 \$59.99



RETRIBUTION OF SCYRAH HOUSE VYRE ELECTROMANCERS UNIT (3)

PIP 35066 \$29.99

WARMACHINE

Scheduled to ship in January 2016.



CRYX SHRIKE BONEJACK

PIP 34112 \$14.99

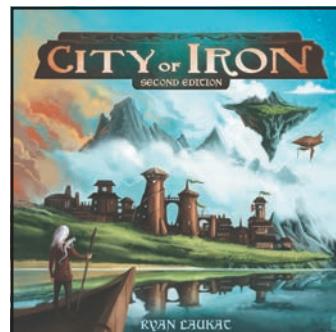


WARMACHINE AND HORDES: FORMULA P3 CUTTING MAT

Scheduled to ship in January 2016.

PIP 93119 \$14.99

RED RAVEN



CITY OF IRON 2ND EDITION

The future of a nation is in your hands! Erect unbreakable foundations for an empire - or disappear into the dusty pages of history - in *City of Iron*, as players compete to build a small nation in a world of machines, magic, and money. As leader of one of four rival races - the industrious humans, the toad engineers, the scholarly Cresarians, or the clever hogmenorner - players attempt to corner the market on goods like machine parts or bottled demons, research steam-age technology, recruit mercenaries to control the continent, and build sea-going schooners or cloud-cutting airships to reach faraway lands and flying islands. Scheduled to ship in February 2016.

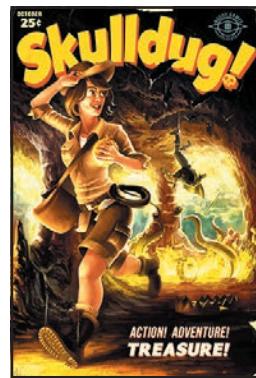
SPI RVM010 \$54.99

REAPER MINIATURES

CAVALRY OFFICER

Chronoscope. Scheduled to ship in October 2015.
RPR 50333 \$7.49

RUDDY GAMES

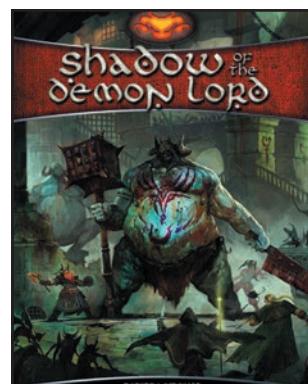


SKULLDUG!

Action! Adventure! Treasure! Pulling your fedora down low, you squint into the dark tunnel. This whole cave has the stench of death about it. If you had any sense, you'd be high-tailing it for the exit already. Instead, you tighten your grip on your trusty whip and step forward into the unknown. You're an adventurer, and there's treasure down there - somewhere! *Skulldug!* is a pulp exploration game where players race to collect three treasures and escape from an ancient and treacherous cave system. It will take all of your wits to escape past your opponents' traps once you're laden with cursed treasures, but make it out alive and all the glory will be yours! Scheduled to ship in January 2016.

IMP RUD100 \$39.99

SCHWALB ENTERTAINMENT



SHADOW OF THE DEMON LORD

The End Is Just the Beginning! Sometimes the world needs heroes. But in the desperation of these last days, the world will take all those it can get: heroes, blackguards, madmen, and whoever else is willing to stand against the coming darkness. Will you fight the demons - or will you burn it all down and dance among the ashes? Who will you become when the world dies? *Shadow of the Demon Lord* opens a door to an imaginary world held in the grip of a cosmic destroyer. Enter a land steeped in the chaos and madness unleashed by the end times, with whole realms overrun by howling herds of beastmen, warped spirits freed from the Underworld, and unspeakable horrors stirred awoken by the Demon Lord's imminent arrival. Scheduled to ship in December 2015.

S2P SDL1000 \$49.95

SKYBOUND ENTERTAINMENT



SUPERFIGHT: THE ANIME DECK

From Goku and Sailor Moon, to Ash Ketchum and a Colossal Titan, the *Anime Deck* adds 100 cards to *Superfight* inspired by your favorite new and classic shows. It also includes ten *Anime*-based scenarios and locations so that you can have your fights at a Maid Cafe or during a beach episode! Scheduled to ship in October 2015.

SKY 936 \$15.00



SUPERFIGHT: THE BLUE DECK

The *Blue Deck* adds one hundred fight locations to *Superfight*. From comic book conventions to the wild west to oceans of gelatin, this deck will take every bout to a new level as well as a new place.

SKY 428 \$15.00



SUPERFIGHT: THE CHALLENGE DECK

The *Challenge Deck* adds 100 new victory conditions for your fights. Instead of fighting to the death, now you can argue about who would win at Football, Quidditch, or *The Game of Thrones*. Scheduled to ship in October 2015.

SKY 938 \$15.00



SUPERFIGHT: THE CORE DECK EXPANSION ONE

The Core Deck: Expansion One adds 100 new characters and attributes to the *Superfight*.
SKY 718.....\$15.00



SUPERFIGHT: THE PURPLE DECK

The Purple Deck adds 100 scenarios to *Superfight*. From land mines to kitten stampedes to disabling electric devices, this deck will add an extra level of hilarious fun to every round.
SKY 421.....\$15.00



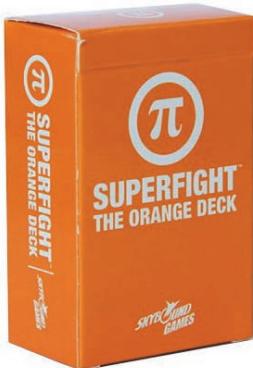
SUPERFIGHT: THE GREEN DECK

The Green Deck adds 100 kid-friendly cards to *Superfight*. From fairy tales to cartoons to food weapons, this deck adds good, clean, and sometimes messy fun to your game.
SKY 426.....\$15.00



SUPERFIGHT: THE RED DECK

The Red Deck adds 100 really terrible and likely offensive cards to *Superfight*. Player discretion is advised!
SKY 419.....\$15.00



SUPERFIGHT: THE ORANGE DECK

The Orange Deck adds 100 really geeky cards to *Superfight*. From sci-fi to fantasy to comic book nerdery, this deck takes *Superfight* to your mom's basement like never before.
SKY 423.....\$15.00



SUPERFIGHT: THE WALKING DEAD DECK

All of your favorite survivors and villains from *The Walking Dead* have made their way into *Superfight*! With all-new blood-splattered cards and ten *Walking Dead*-inspired locations and scenarios, this 100-card deck will take your fights to the darkest places they've ever been! Scheduled to ship in October 2015.
SKY 937.....\$15.00

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Dice Pool
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SPOTLIGHT ON



O/A SUPERFIGHT: THE CARD GAME CORE DECK

In *Superfight*, Skybound's wildly popular party game of absurd arguments, players use cards to generate ridiculous characters and then argue about who would win in a fight. From this 500-card core deck, you might have a T-rex with laser eyes VS. Bruce Lee made of steel, or a pirate swinging a shark on a chain VS. a kindergarten class that breathes fire!

SKY 432.....PI



TERRAN ALLIANCE GROUND ATTACK HELIX

SGS PFTA07.....\$50.75



THE DIRECTORATE GROUND ATTACK HELIX

SGS PFTD07.....\$43.75

SPARTAN GAMES

FIRESTORM PLANETFALL

Scheduled to ship in October 2015.



AQUAN PRIME GROUND ATTACK HELIX

SGS PFAP07.....\$40.50



THE RELTHOZA GROUND ATTACK HELIX

SGS PFTR07.....\$42.00



DINDRENZI FEDERATION GROUND ATTACK HELIX

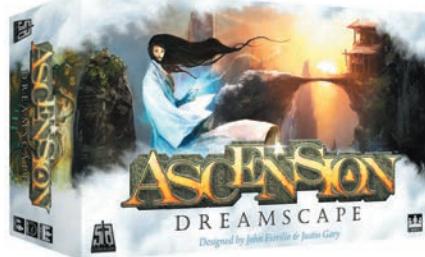
SGS PFDF07.....\$49.00



SORYLIAN COLLECTIVE GROUND ATTACK HELIX

SGS PFSC07.....\$40.50

STONE BLADE ENTERTAINMENT

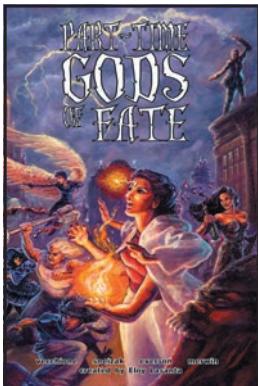


ASCENSION: DREAMSCAPE

Join the heroes of New Vigil as they explore exciting possibilities that await them in the Dreamscape! A new realm of power and opportunity has been unearthed, beckoning those brave enough to venture into unexplored territory! Use the Dreamscape to access powerful, new Vision cards, as well as Heroes and Constructs! Playable as a standalone game, the 214 cards introduced in *Dreamscape* can be combined with other *Ascension* games to play with up to six players. Scheduled to ship in December 2015.

SBE 009.....\$39.99

THIRD EYE GAMES

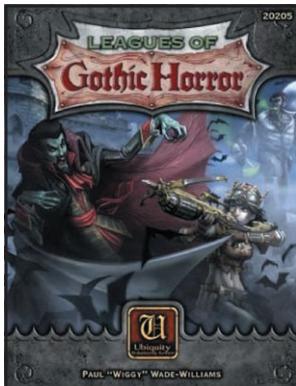


PART-TIME GODS OF FATE RPG

Now Powered by *Fate Core*! You've been gifted with the spark of divinity. Will you give into the power and leave your mortal life behind? Or will you lead a double life and protect those closest to you? Choose wisely - you only have one soul! *Part-Time Gods of Fate* is a roleplaying game where players take on the role of ordinary people imbued with the powers of a god. Balancing one's mortal and divine lives can be tricky, and divine responsibility doesn't always pay the rent. Scheduled to ship in December 2015.

HARDCOVER
S2P 3EG204HC.....\$34.99
SOFTCOVER
S2P 3EG204.....\$24.99

TRIPLE ACE GAMES



LEAGUES OF ADVENTURE RPG: LEAGUES OF GOTHIC HORROR

For all of mankind's advances in science, the world remains a realm of mystery and supernatural occurrences. The Victorian Era is the age of sinister fictional and historical villains, such as Count Dracula, Mr. Hyde, and Jack the Ripper, and an age when interest in the occult reaches new heights. An expansion designed for use with *Leagues of Adventure*, *Leagues of Gothic Horror* focuses on restless spirits and haunted houses, crumbling castles and Gothic architecture, fog-shrouded streets and deep forests, decadence and decay, secrets and madness, in which the supernatural defies the rationality of science and cold logic. Scheduled to ship in February 2016.

PSI TAG20205.....\$29.99



MUNCHKIN STEAMPUNK

Grab your gears, put on your top hat, whack the monsters, and grab the treasure...with the power of SCIENCE! Featuring brand-new art by Phil Foglio (*Girl Genius*), *Munchkin Steampunk* brings the zaniness of *Munchkin* to the pseudo-Victorian steampunk era. Bully! Tea service not included (maybe)! Scheduled to ship in February 2016.

SJG 1531.....\$24.95



DUNGEONS & DRAGONS CHARACTER FOLIO DEMOGORGON

Scheduled to ship in November 2015.
UPR 86512.....PI



FORCE OF WILL PLAY MATS

Scheduled to ship in October 2015.

ALICE	UPR 84689.....PI
ARLA	UPR 84690.....PI
VALENTINA	UPR 84691.....PI

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JOHN KOVALIC

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**FORCE OF WILL
FULL VIEW DECK BOXES**

Scheduled to ship in November 2015.

ALICE	UPR 84686.....	PI
ARLA	UPR 84687.....	PI
VALENTINA	UPR 84688.....	PI


**FORCE OF WILL DECK
PROTECTOR SLEEVES**

Scheduled to ship in December 2015.

ALICE	UPR 84644.....	PI
ARLA	UPR 84645.....	PI
VALENTINA	UPR 84646.....	PI


GRAVITY DICE D6 2-DICE SET
BLACK FOREST
Scheduled to ship in November 2015.
UPR 84695..... PI
HEAVY METAL D20 DICE SET
Scheduled to ship in November 2015.
UPR 84597..... PI
**MAGIC THE GATHERING:
FEBRUARY RELEASE
DUEL DECK BOX**
Scheduled to ship in February 2016.
UPR 86333..... PI
**MAGIC THE GATHERING:
FEBRUARY RELEASE 24" X 24"
PLAY MAT**
Scheduled to ship in February 2016.
UPR 86334..... PI
HATSUNE MIKU PLAY MATS

Scheduled to ship in October 2015.

CHIBIS	UPR 84684.....	PI
OCEAN	UPR 84685.....	PI
SUMMERTIME	UPR 84683.....	PI

**MAGIC THE GATHERING:
APRIL RELEASE DECK
PROTECTOR SLEEVES**

Scheduled to ship in April 2016.

1 UPR 86336.....	PI	
2 UPR 86337.....	PI	
3 UPR 86338.....	PI	
4 UPR 86339.....	PI	
5 UPR 86340.....	PI	

**MAGIC THE GATHERING: APRIL
RELEASE FULL VIEW DECK BOXES**

Scheduled to ship in April 2016.

1 UPR 86341.....	PI	
2 UPR 86342.....	PI	
3 UPR 86343.....	PI	
4 UPR 86344.....	PI	
5 UPR 86345.....	PI	

**MAGIC THE GATHERING:
APRIL RELEASE PLAY MAT**

Scheduled to ship in April 2016.

1 UPR 86347.....	PI	
2 UPR 86348.....	PI	
3 UPR 86349.....	PI	

**MAGIC THE GATHERING:
APRIL RELEASE PLAY MATS**

Scheduled to ship in April 2016.

6 FOOT UPR 86351	PI	
8 FOOT UPR 86352	PI	


**HATSUNE MIKU DECK
PROTECTOR SLEEVES**

Scheduled to ship in December 2015.

LOST UPR 84659	PI	
SUMMERTIME UPR 84657	PI	
THANK YOU UPR 84658	PI	

PIKACHU

Scheduled to ship in November 2015.

FLIP BOX	UPR 84569	PI
PREMIUM PRO BINDER	UPR 84570	PI


**SRIRACHA STANDARD DECK
PROTECTOR SLEEVES**

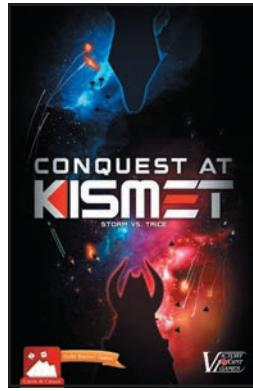
Scheduled to ship in October 2015.

UPR 84640	PI	
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UPPER DECK
**SPOTLIGHT ON
LEGENDARY™**
**LEGENDARY DBG: MARVEL
CAPTAIN AMERICA 75TH
ANNIVERSARY EXPANSION**

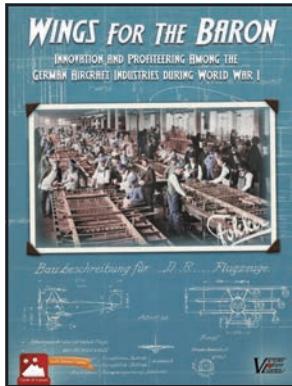
Become Legendary by celebrating the 75th Anniversary of Captain America! Introducing five new heroes, two new Masterminds, two villain groups, and new schemes, this 100-card expansion for *Legendary: A Marvel Deck Building Game* focuses on the esteemed legacy of Cap and his fellow comrades that have taken up the mantle of the greatest soldier of all time! Scheduled to ship in February 2016.

UDC 85213..... PI

VICTORY POINT GAMES

CONQUEST AT KISMET

In the Kismet Sector of the Raccroc Galaxy, huge self-sustaining Motherships struggle over control of vast natural resources. But there's heavy opposition... *Conquest at Kismet* is a head-to-head game of galactic conflict where two alien races vie for interstellar dominance. Scheduled to ship in October 2015.

VPG KISMETBOX..... PI


WINGS FOR THE BARON

It is 1916, and the First World War continues with no end in sight. With the war a bloody stalemate on the ground, the combatants have turned to their developing air forces to achieve victory. In *Wings for the Baron*, players take on the role of competing German aeroplane manufacturers supplying the machines needed to drive the Allied air forces from the skies and ensure German victory. Scheduled to ship in October 2015.

VPG WINGSBOX..... PI

VALLEJO

CORNER MODULE PAINT STAND

The perfect solution for storing Vallejo colors, this *Corner Module Paint Stand* has space for 28 17ml bottles, 16 60ml bottles, and 26 brushes. Scheduled to ship in November 2015.

VAL 26008..... PI

Trading Card Game

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Flip Box

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84701



84702



84703

(Images subject to change)

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FRONT MODULE PAINT STAND

The perfect solution for storing Vallejo colors, this *Front Module Paint Stand* holds 52 17ml bottles, eight 60ml bottles, and 22 brushes. Scheduled to ship in November 2015.

VAL 26007 PI



WIZKIDS/NECA

FEATURED ITEM**MARVEL HEROCLIX: CAPTAIN AMERICA CIVIL WAR MOVIE GRAVITY FEED**

The *MARVEL HEROCLIX: Captain America Civil War Movie Gravity Feed* brings all the action from the latest Marvel movie blockbuster to your tabletop with 10 different figures from the film to add to your *HeroClix* collection, four of which are exclusive to the core-hobby market. Each Gravity Feed contains 24 single-figure foil packs. Scheduled to ship in April 2016.

WZK 72271 \$71.76

MARVEL HEROCLIX: CAPTAIN AMERICA CIVIL WAR MOVIE STARTER SET

Celebrate the release of the blockbuster *Captain America: Civil War* movie with this all-new *MARVEL HEROCLIX* starter! Each Starter Set includes six figures (Captain America, Iron Man, Black Widow, Falcon, Winter Soldier, and Black Panther) with all-new dials, one Avengers Compound map, a rulebook, a Powers and Abilities Card (PAC), Object and Terrain tokens, and Dice and Character cards. Scheduled to ship in April 2016.

WZK 72274 \$24.99

FEATURED ITEM**STAR TREK ATTACK WING: EXPANSION PACKS**

Boldly go into battle with these *Star Trek Attack Wing Expansion Packs*. Scheduled to ship in April 2016.

ALGERON WZK 72333 \$14.99

DROVANA WZK 72334 \$14.99

EINSTEIN WZK 72332 \$14.99

YY CARD WORLD**CARDFIGHT VANGUARD TCG:****FIGHTER'S COLLECTION 2015****WINTER DISPLAY (10)**

Scheduled to ship in January 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401766-D PI

**CARDFIGHT VANGUARD TCG: ILLUSIONIST OF THE CRESCENT MOON TRIAL DECK DISPLAY (6)**

Bedazzle the audience with Yumizuki Luna's Illusionist of the Crescent Moon Trial Deck! Featuring the new ability "Magia" and introducing the Pale Moon Clan Card, this 52-card pre-constructed Trial Deck for the *Cardfight Vanguard Trading Card Game* comes complete with a Starter's Guide and a playmat. Scheduled to ship in December 2015. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401759-D PI

CARDFIGHT VANGUARD TCG: VANGUARD AND DELETOR COMIC BOOSTER DISPLAY (12)

Aichi Sendou's Royal Paladin and Kouji Ibuki's Link Joker Deletors - which side will you choose? This 45-card Comic Booster expansion for the *Cardfight Vanguard Trading Card Game* features units from the original comics, allowing players to form themed decks. 7 cards per pack / 12 packs per display. Scheduled to ship in November 2015. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401643-D PI

**FUTURE CARD BUDDYFIGHT: BUDDY ALLSTARS BOOSTER DISPLAY (15)**

Scheduled to ship in December 2015. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401490-D PI

Z-MAN GAMES**FEATURED ITEM****TAIL FEATHERS**

Villainous rats have allied with vicious hunting birds to pillage the humble mouse settlement across Meanderfield. But look! Brave mice, mounted on starlings and blue jays, swoop in to wage war against this evil alliance! The Downwood Militia soars into action against the Vermin Raiders in *Tail Feathers*, an exciting, story-driven miniature skirmish game set in the world of Mice and Mystics! Soar across the table, send your troops on dangerous missions, lock beaks with opposing birds, and defend your nest! Scheduled to ship in November 2015.

ZMG PHG11500 \$69.99

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and outlaw...



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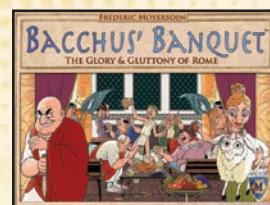


Winter Gaming Part 1

When I say "winter gaming" you probably have a vision of watching the luge every four years - but I'm talking about those games you play when your house is filled with family and friends for the holidays, or when it's just too darn cold to step outside. These times are some of the best board game times so let's look at some games perfect for the most wonderful (and cold) time of the year.

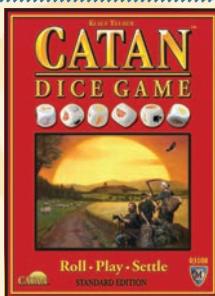
Our first category is what we call "pick up and play" games. These are games that can accommodate a lot of players from a wide age range, and play in 45-minutes or less. These three factors make these games perfect for family gatherings when you need to pass the time waiting for the roast beast to finish cooking.

Bacchus' Banquet (MFG 4106) 3-5 players; ages 8+; 30-45 minutes:

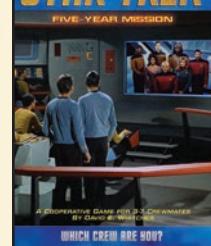


Getting invited to a party at Emperor Caligula's place will be the greatest party of all time — if you can make it out alive, that is. This hilarious game casts players in the role of Caligula and his fellow Roman nobles who all have a different idea of a good time. Some want to eat, drink, and be merry while others want to find a very sharp knife as an extra special "gift" for the Mad Emperor.

Catan Dice Game (MFG 3108) 1-4 players; ages 7+; 15-30 minutes: This great dice game takes all the building and settling you love about *Catan* and turns it into a fast, fun dice game that can be played solitaire or with up to three of your closest settlers. Roll dice to generate resources then mark your settlements on your personalized map of *Catan*. That's all there is to it, besides the endless hours of fun.

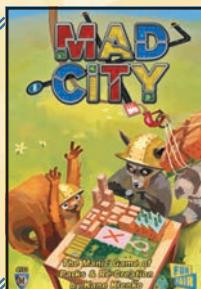


STAR TREK

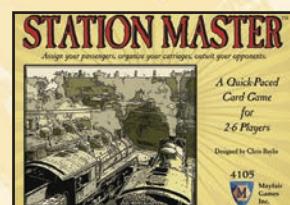


Star Trek: Five-Year Mission (MFG 4139) 3-7 players; ages 10+; 30-45 minutes: Five-Year Mission is the ultimate pick-up game, featuring the ability for players to drop in and out of the game without interrupting the flow of play. This cooperative dice game allows the players to take the roles of one of two starship *Enterprise*, either the classic or next generation crews. Guide the Enterprise of your choice home in less than 45-minutes.

Mad City (MFG 4133) 1-6 players; ages 8+; 20-30 minutes: Mad City is fast and frenetic city-building that challenges you to build a better city than your opponents before time expires. Players draw tiles randomly, then start the included timer and try to score as many points as they can before the sands run out.



Station Master (MFG 4105) 2-6 players; ages 10+; 30-45 minutes:

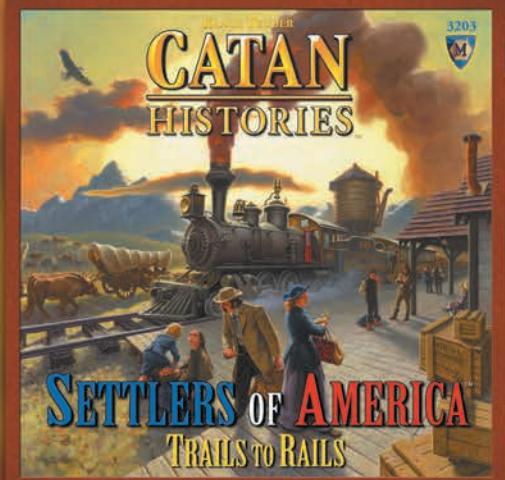
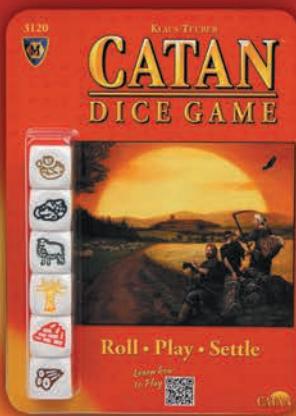
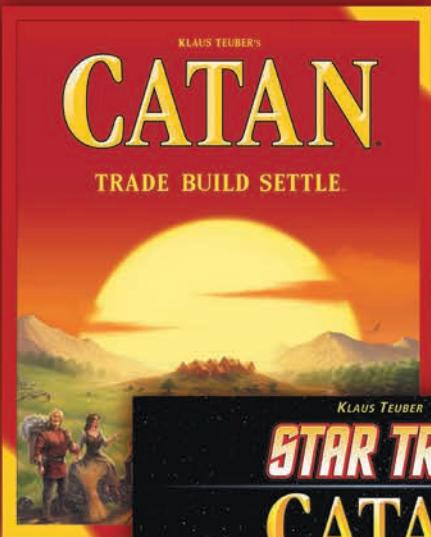


You won't want to miss the boat - er, train - of this classic Mayfair title where rival conductors try to fill their trains to capacity while deploying some underhanded tricks to stall their rivals. It's all about getting the right kind of passenger or cargo on the right train, just make sure you score more than your opponents!

•••

CATAN

CATAN: MYTHICAL, HISTORICAL,
ALWAYS A CHALLENGE...



Mayfair Games

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IN USA



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THE 2015 BEST OF THE GAME TRADE AWARDS



Game Trade Award consideration. The nominations were broken into categories and voted by peer retail store owners online on the Retailer Services website and awarded at the Alliance Open House in Fort Wayne, Indiana, on September 14th, 2015.

The five award categories represented this year were "Best Hybrid Game Store", "Best Kids Section", "Best New Release Display", "Best Renovation Before/After", and "Best Staff Motivational Program".

Best Hybrid Game Store



More Than a Game Café Bangkok, Thailand

More Than a Game Café is aimed at growing our customer base through service. Few Thais play board games, so we have 'Game Masters' to introduce them to games they might like. Located near several schools, we are family-oriented, and encourage families to come play our games. We had a culinary professional design our menu, and the food and beverage portion of our business is doing quite well.

In addition to selling board games and food, we have over 450 games people can play in-store: for \$1.50/person the first hour and \$1/hour after that, it allows us to maintain and expand our selection. We have a room we rent out for events, and provide corporations with team-building and skill-enhancement programs. We have outreach programs with local schools, 'Monthly Challenges' to highlight specific games, and game themed day-camps for kids during school holidays.

Best New Release Display

Dragon's Lair Comics and Fantasy Austin, TX

Dragon's Lair Comics & Fantasy has several great displays for showing off new releases and products to our guests. First and foremost, our New Games display showcases our most recent releases right at the front of the store! There is a huge, fiery sign stating "New Games" to further emphasize its location. Dragon's Lair also has a *Game Trade Magazine* display set up next to our New Games highlighting anticipated, upcoming releases to pre-order. Our website (dlair.net/Austin) contains a New Games page linking to the most recent *Game Trade Magazine* issue and its headline products. We schedule days to demo new game releases and have our employees run the demos. It's a great way to engage our guests and encourage our staff to learn, celebrate, and sell new products!



Game Trade Magazine would like to congratulate the winners of the 2015 Best of the Game Trade Awards announced in September! Since the birth of the awards in 2012, Alliance and *Game Trade Magazine* have teamed together to create the game industry's leading best practices event.

The "Best of the Game Trade Awards" exist to shine a much deserved spotlight on local game stores that exemplify what makes our industry special. The awards are judged by a jury of retailer peers online prior the annual Alliance Open House. In addition to awarding stores for their outstanding performances, the awards build community among retail store owners which cultivates a creative and resourceful opportunity for store owners to share ideas and in-store practices.

The submissions brought in a total of 53 total self-nominations in 2015. All game and specialty hobby store retailers serviced by Alliance were invited to nominate their store for Best of the

Best Staff Motivational Program



Battlefield Bangkok

Bangkok, Thailand

Our team is given a range of motivational and bonus structures at BFB. The most straight forward ones are the financial and discount benefits. Our staff receive a bonus based on the store's quarterly sales profits (as a store, not individual sales) and also receive a 20% discount on all items they buy. However, being based overseas in a non-English speaking country, one of the best perks our team gets is actually the massive improvement of their English language skills through gaming. With 30% of our customers being Expats and all the games in English they are given a perfect and fun environment to push their language skills to new levels! When they leave us to move on to new jobs, that's a skill increase worth more than any amount of bonuses!

Best Kids Section

Spilavini

Reykjavik, Iceland

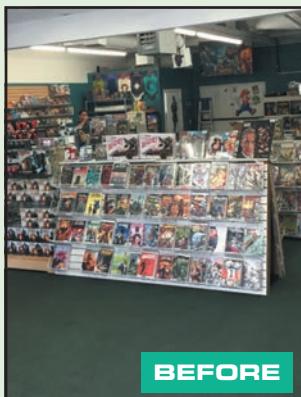
Spilavini was especially designed to help spark children's imagination and enhance their joy of playing.

We seek out exciting board games for children wherever they may be published and try to offer as much variety as possible. The store keeps an open, playable copy of every game and customers are welcome to try them out. Our staff is ever ready to demonstrate and teach each and any game. It is not uncommon for parents to bring their children here for the sole purpose of sitting down to enjoy playing a board game together.

We have been going to schools to organize board game nights for children and their parents right from day one. These evenings are intended for enjoyment and education and no sales take place during them. We can advise you on which games to choose regarding whether you want to focus on language development, mathematics, sensory development or simply pure enjoyment.



Best Renovation Before/After



BEFORE



AFTER

The Game Hub

Lower Lake, CA

I'm Kyle, owner of The Game Hub in Lower Lake, California. You may know us from the Magic card floor that floated around the internet a couple years ago. We've been around for almost five years now and have expanded nearly every year on our anniversary. This most recent year was our largest yet. We leased the neighboring unit and knocked down the wall in between, effectively doubling our space. Of course, we had to work on the floor, as it was old, rotten carpet...and we only had one possible option. One week of work, and roughly 17,000 cards later, we had another 1000 square feet of card floor. Now we have the space to handle everything we plan, and I couldn't be happier.

Best of the Game Trade Hall of Fame Inductee

John Kovalic

USA Today called him a "Hot Pick." His award-winning editorial cartoons appear everywhere from his hometown *Wisconsin State Journal* and *Rolling Stone*, to the *New York Times* and the *Washington Post*. His creations include the sell-out comic book sensation *Dork Tower*, as well as *Newbies*, *Wild Life*, *Beached*, and many other features, including *Murphy's Rules*, *The Unspeakable Oaf*, *Help Wanted*, and *SnapDragons*. He's co-founder and co-owner of Out of the Box Games — of which he helped create *GAMES Magazine*'s "1999 Party Game of the Year," *Apples to Apples* — and is a frequent contributor to the madness that is Steve Jackson Games. He's illustrated nearly 4,000 cards for the *Munchkin* game, alone, and more than 100 games and supplements, and is also responsible for toys such as *My Little Cthulhu* and *Mythos Buddies*. He was also inducted into the Academy of Adventure Gaming Arts and Design Hall of Fame in July 2003, the first cartoonist to receive such an honor!



CORVUS BELLI INFINITY

CONSTANT EVOLUTION: THE COMBINED ARMY DRONES

AN ARTICLE BY GUTIER LUSQUIÑOS. EDITED BY DAVE SATTERTHWAITE.

Constant evolution and improvement is one of the Infinity mottoes, especially as relates to model design and sculpting. This implies that old models sometimes need to be replaced by new ones, as the sculpting quality of the brand has improved from their release or the general design of the army has changed.

And that is what happened with the Combined Army Drones. The original ones were hand sculpted by Jose Luis Roig, one of the best Infinity sculptors, almost a decade ago. Since then, Infinity has moved to 3D modeling and the design of the different alien forces that compose the Combined Army has also changed. So, while the old Drones were a good sculpt, they needed to be updated to fit with the new designs. That is what the Infinity players are getting with this new release - a new design and a new sculpt that refreshes the look of their army. But that's not all, because as was said, Infinity is in constant evolution and this means this release brings more than a new appearance for the models.

Drones are remote auxiliary units for combat support. As the long arm of the Combined Army hackers, their structural design follows their function. The front and sides of all Drones boast redundant data acquisition panels. By means of laser beams, weak microwave pulses or VoodooTech beyond human understanding they are able to boost the intrusion and cyberattack capabilities of their Tactical Hackers. Beyond that, the Drones can be adapted to fulfil other tactical tasks, such as a mobile rapid fire support unit or an autonomous guided missile platform.

Until now those were the only tasks the Combined Army Drones could perform on the game table, but the new Drone box provides an extra troop profile for this unit, the E-Drone. This is the new Drone model with an EVO Hacking Device. New, special,

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unexpected, more advanced - better in all ways. The **E-Drone** includes this new Hacking Device, so it is a Remote that fulfills the Hacker requisite to field Remotes on its own. Players will have to wait until the release of the next book "Infinity Human Sphere N3" to find out more about the new EVO Hacking Device, but in the meantime they can field it using the current EVO Repeater rules they already know.

The new additions to the Hacking rules in the next book "Infinity Human Sphere N3" will bring new Hacking programs, some of them exclusive to the EVO Hacking Device carried by the E-Drone Remote.

So, don't hesitate - if your faction is the Combined Army, the Morat Aggression Force, or the Shasvastii Expeditionary Force, evolve your army with the new Drones!

T-DRONE - SMART MISSILE LAUNCHER



E-DRONE - EVO HACKER DEVICE

CORVUS BELLİ INFinITY



USARIADNA STARTER PACK

A BOX CONTAINING THE FOLLOWING FIGURES:
 - 3 USARIADNA GRUNTS
 - 1 MARAUDER
 - 1 MINUTEMAN
 - 1 FOXTROT RANGER

DEVIL DOGS TEAMS, 2ND ASSAULT BAT. OF THE USAMC

A BOX CONTAINING THE FOLLOWING FIGURES:
 - 1 DEVIL DOG
 - 1 K-9 ANTIPODE

PLUS:

- 1 MAVERICKS, 9TH MOTORIZED RECON BAT.

FULL COLOR 64 PAGE "USARIADNA ARMY PACK" A4 BOOKLET CONTAINING INTRODUCTORY USARIADNA BACKGROUND TEXTS, THE INFINITY QUICK START RULES, 3 READY TO PLAY MISSIONS.

NAVAJO OUTPOST SCENERY PACK

A READY-TO-PLAY CARDBOARD SCENERY PACK CONTAINING:
 - 2 TOC BUILDINGS
 - 2 ACOMMSTA BUILDINGS
 - 2 USARF LOGISTICS DIV. CONTAINERS
 - 2 KELLER RESOURCES CONTAINERS
 - 2 STERLING FORGE CONTAINERS
 - GAMING MAT

ORDER AND STATE MARKERS

- 4 SILHOUETTE TEMPLATES
 - 1 CIRCULAR TEMPLATE.
 - 1 LARGE TEARDROP TEMPLATE
 - 1 SMALL TEARDROP TEMPLATE
 - 1 MEASUREMENT RULER.
 - 3 TWENTY-SIDED ARIADNA DICE.



Todd A. Kaylor's

PERSPECTIVES

WRESTLING WITH YOUR IMAGINATION

"There's nothing wrong with you that I can't fix with my hands!"

Batman, Frank Miller's *The Dark Knight Returns*

Boot to th' head! You know you want to! What better way to let off a little steam after a grueling day of pushing papers or crunching numbers than thrusting a scimitar deep into the gullet of a marauding goblin, or bashing the brains (or lack thereof) of a ravenous zombie with a mallet, or eviscerating evil with a well-intentioned grenade launcher? Face it, you're hooked on violence — the meatier the machete, the bigger the explosion, the more visceral the "Flawless Victory" — all from the relative safety and quiet comforts of home, video game console, and Cheetos.

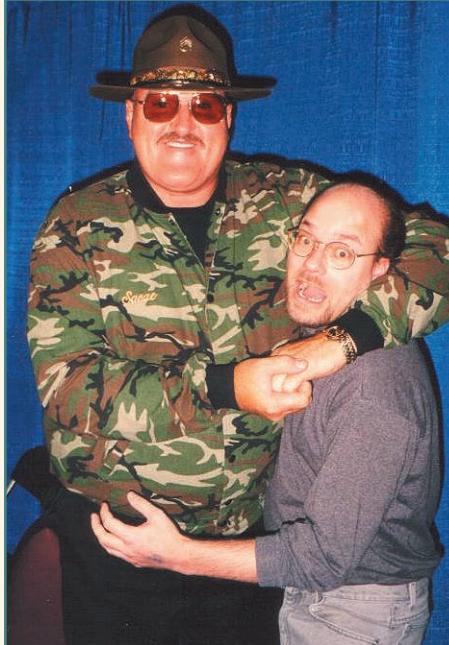
But, there's something (disturbingly) thrilling about simply getting your hands dirty. To leap into the fray with nothing more than gumption, gusto, and an appropriately donned loin-cloth. Grappling, fisticuffs, and quivering palms are swiftly becoming lost arts in a (fantasy) world fraught with sharp, stabby things and Drones that rain 'Death From Above' upon unwary adversaries. Sure, strapping it on, old school, with a "BFG" in DOOM to frag an army of hellspawn and cacodemons is all well and good, but nowadays every player and his grandma is packing, heavy on the artillery and bulging ego. Alas, Kung-Fu has taken a bow to AK-47's.

There's certainly a glimmer of hope, particularly with the rapid ascension of UFC (Ultimate Fighting Championships) and MMA (Mixed Martial Arts) events bleeding beyond the Pay-Per-View venues and into prime-time and popular mainstream media. Now, the layman and couch-potato can tap into the myriad fighting techniques virtually at their disposal (minus the years of discipline, extensive training, and physical conditioning) and unleash them upon their roleplaying peers in the tabletop arena — figuratively speaking, of course.

"Skills" and "Feats" represent some of the most basic, yet fundamental abilities your pen-and-paper character possesses. Though, many take them for granted, rarely utilizing them beyond the most banal of circumstances. Of course, the complexity (and confiction) of the rules in the proper application of said Skill sets doesn't help matters in the least, as players tend to prefer the relative simplicity of a sword, wand, or random blunt instrument rather than tasking themselves with the monotony of constant look-ups and sparring with rules lawyers. It doesn't take a Master's Degree in Cutlery, or the ineptitude of SpongeBob Squarepants for that matter, to know that the pointy end goes in the direction of what ails you. How hard is that?

Anyhow, let's talk brass tacks, shall we? (or brass knuckles, whatever suits your particular predilection or disposition). When was the last time you serenaded anyone with some lively chin music? ["The first rule of Fight Club... etc., etc.,"] In case you're out of practice, here's a few tried-and-true tactics to get you back into the swing of things:

1. "Charley Horse" [or "Horse Gummitt"]: bruising the arm, leg, or quadriceps muscle of the anterior or lateral thigh to elicit painful spasms or cramps, typically lasting anywhere from a few seconds to a lifetime.



THE SWORD IS MIGHTIER THAN THE PEN, SKUZZBUCKET!" WWE'S SGT. SLAUGHTER GRACIOUSLY DEMONSTRATES HOW TO PROPERLY APPLY HIS SIGNATURE (AND DEBILITATING) COBRA CLUTCH!

2. "Debugging": the act of swiftly pulling down a person's trousers, often unannounced and in public view. Not only does this instill embarrassment and ridicule, it also serves a secondary purpose, allowing the perpetrator opportune time to hoof it, Stage Right!

3. "Indian or Chinese Burn": grasping the victim's forearm firmly in both hands, then twisting the hands in opposite directions about the victim's arm, causing the tender skin to stretch. This process has the underlying benefit of wrinkle removal when applied directly to the face, though is strongly discouraged by plastic surgeons and face-lift practitioners.

4. "Noogie": the act of applying a headlock on targeted quarry, then sandpapering one's knuckles on their scalp so as to produce a mildly painful sensation, routinely causing hair displacement and mild cursing.

5. "Raspberry": a fruit plant; also, to make a piercing noise signifying derision, real or feigned, by placing the tongue between the lips (or 'pon any random bellybutton) and blowing to produce a sound similar to flatulence.

6. "Shoe-lacing": involves the tying of a victim's shoe laces together, typically while they're seated. It can also serve as a ruse to momentarily distract [refer to 'Hoof it!']

7. "Nipple Twister": To sharply pinch one's nipple and twist until minor hematoma of the tissue is achieved. Also, see "Purple Nurple".

8. "Towel Snap": twirling a towel along the diagonal seam (typically dampened to hold its shape), crafting it into a whip with the corner at the tip, then "snapping" akin to cracking a whip, striking the target; usually performed in communal showers, where wet towels (and bare skin) are plentiful.

9. "Two-Fingered Eye Gouge" [a la "Moe Howard"]: Self-explanatory; use knife-hand block to counter, then engage with head slap ("Nyuk, Nyuk, Nyuk!")

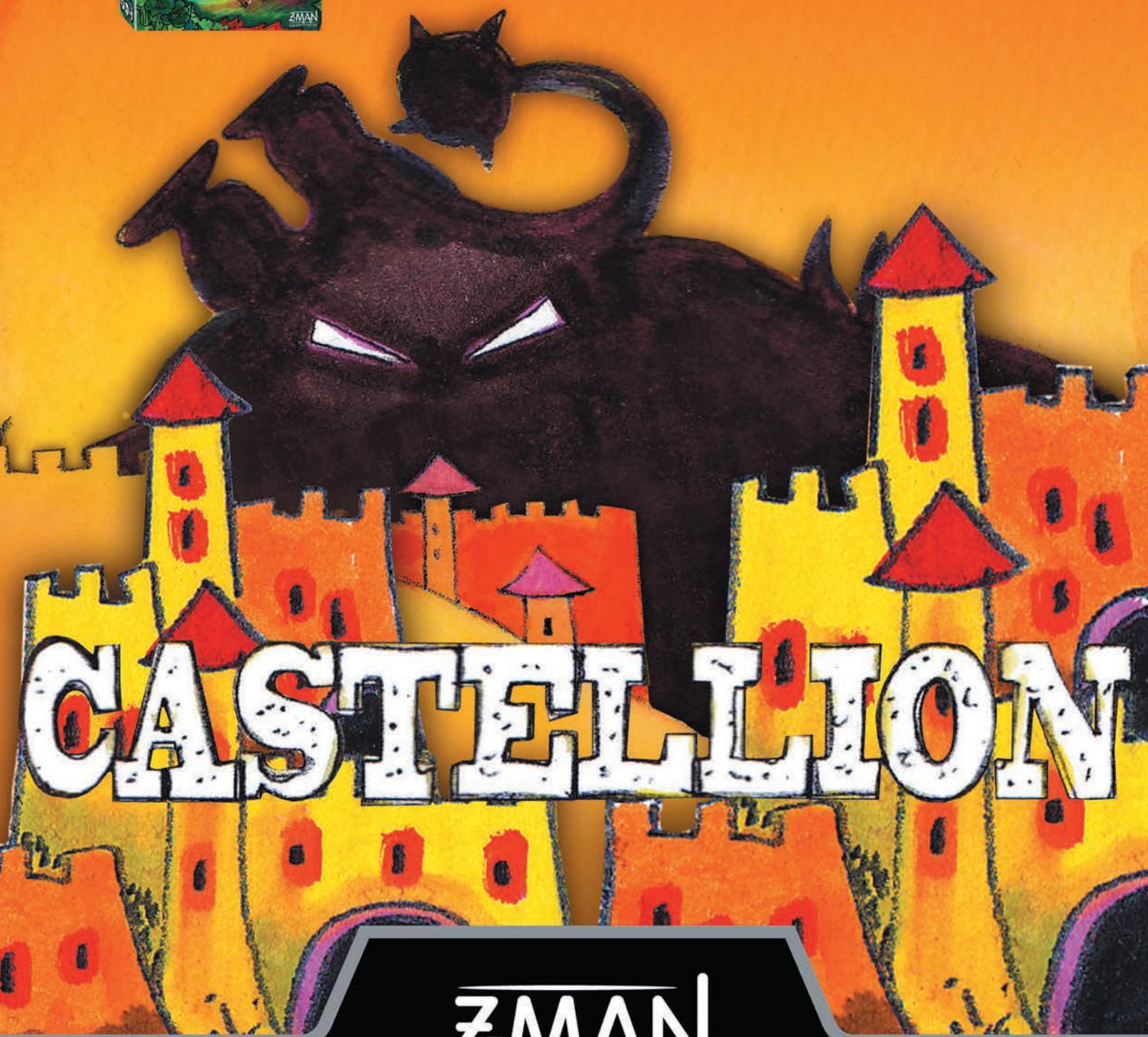
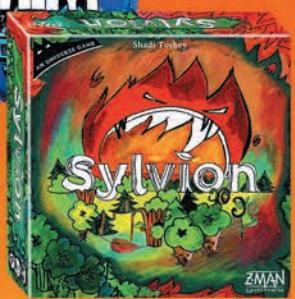
10. "Wedgie": the condition of having one's underpants or other clothing unceremoniously 'wedged' between the buttocks. While a wedgie can be created naturally, the term is generally associated with a prank or as a form of bullying.

11. "Wet Willy": the choice weapon of 9-year-olds (usually boys), in which the perpetrator moistens their finger (often the pinky) with their own saliva, and inserting said digit into another's ear canal, causing distress, bad feelings, and the occasional infection.

•••

When he's not being throttled by retired professional wrestlers, Todd Kaylor amply applies his intestinal fortitude in scrawling witty words (linked together to form coherent sentences) for the betterment of GTM's readers.

from the Oniverse Series
by Shadi Torbey



Z-MAN
games

NOVEMBER 2015

www.zmangames.com

FAIRYTALE GLOOM (ATG 1332)

From Atlas Games, reviewed by John Kaufeld

Alas, poor Rapunzel!

You remember her story, right? She looked ravishing in red as she cut a mean swath at the ball, where she was pursued by a prince and rewarded with riches. But she never should have purloined that porridge!

Things went downhill pretty quickly after that. She was surprised by a spider in the pantry and became allergic to apples (I think it was a reaction to the spider scare). Her self worth was in the basement. She withdrew from public view and lived out her days in a shoe. The End.

Or, at least, that's how her story played out in *Fairytales Gloom*, the newest addition to the *Gloom* series from Atlas Games.

Fairytales Gloom happily (in an *Addams Family*-esque sort of way) applies the *Gloom* concept to a world populated by princesses, stepmothers, huntsmen, wolves, and the occasional group of communal dwarves.

The goal of the game is to spin the woeful tale of your characters as they go through the ups and downs of their lives until their stories come to a gorgeously Grimm close. The sadder a character is when the fateful curtain falls, the more points they're worth in the game.

As Morticia Addams would say, "How dreadful! Tell me more."

Each player starts the game by picking a "family" of four storybook characters. None of the characters have any special abilities, so the choice depends entirely on whose stories you want to tell.

Maybe you want to put Pinocchio and Puss in Boots through their paces and pair them with the Stepmother and the Witch. We like creating families around some kind of theme, such as princesses, supporting characters, or classic villains.

After selecting your family and drawing a starting hand of five cards, the dealer shuffles the five Story Cards and randomly selects two of them. During the game, players will compete to control one of these cards. If a player succeeds, she gets bonus points at the end of the game for each of her characters that has a certain icon visible when their story ends.

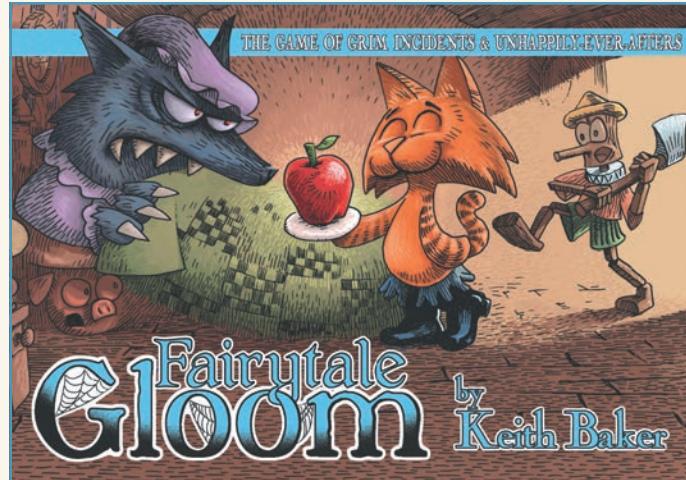
The concept of "visible" is an important part of *Gloom*. The game's key mechanic centers on its trademark transparent plastic playing cards. When you play a card on a character in *Gloom*, you literally play it on top of the character. The new card covers up game text from any previously played cards, tangibly showing that those effects are out of play.

In addition to changing the text, the graphics on the new card might also cover up or add icons that help you score bonus points. Some cards, like "Became a Beast" even replace the character's image with a new, more beastly one.



Since you can play a modifier onto any player's characters, it's not uncommon for a number of modifier cards to all land on a single character. This might sound a little confusing, but as long as you keep the game's "Cardinal Rule" in mind — you only pay attention to what you can see — then you'll be fine.

Turns in the game flow pretty evenly among players. You have two actions on your turn: You can play an event card or add a modifier to someone's character (including your own). If you don't like the cards in your hand, you can also skip your turn, discard your hand, and draw a replacement.



Most of the time, you'll play a modifier that either increases or decreases a character's self worth score, making the character happier or sadder.

Many of the modifiers include game text that might change your draw limit, force you to discard, or give you a free play to continue your turn. Especially powerful cards, such as "Slipped into Slumberland" (which adds three bonus icons and reduces the character's self worth by -30), also have especially powerful restrictions (while the card is visible on a character, you can't play any Event cards).

Event cards are one-shot actions that do something big in the game. They might let you remove a modifier from a character or swap the top modifiers between two characters. A couple of them let you get rid of a modifier after the character's story ends, which is especially powerful.

Speaking of ending a character's story, during the first action (and only the first action) of your turn, you can end a character's story with an "Unhappy Ending" card. You can only end a story if the character has a negative self-worth — after all, nobody likes a fairytale these days that ends with "And they lived happily ever after." The crowd is tougher than that.

Once a character's story is ended, that character is now worth points toward your score at the end of the game. *Gloom* plays like golf, so the player with the lowest negative score wins. (I'm pretty sure there are other similarities to golf, but maybe it's just emotional.)

You, your family, and your friends will get the most fun out of the game by embracing its black-and-white *Addams Family* vibe and embellishing the sad twists and turns of fate that befall your characters.

As you play modifiers and events, read the name of the card out loud and throw in a couple of sentences to narrate the action. "The prince was dreadfully upset that his mother made him empty all of the trash barrels after the costume ball. In a fit of angst, he fled into the forest to sulk about the unfairness of it all. After all, what could possibly go wrong with him being alone in the woods?"

Fairytales Gloom is one of those rare games that works well for tweens, teens, and adults. The game's storytelling aspect makes it particularly strong for tweens and slightly younger kids. Its theme and card text both work much better with kids than original *Gloom* does. This is definitely one to add to your game shelf.

•••

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).

It All Started Here...



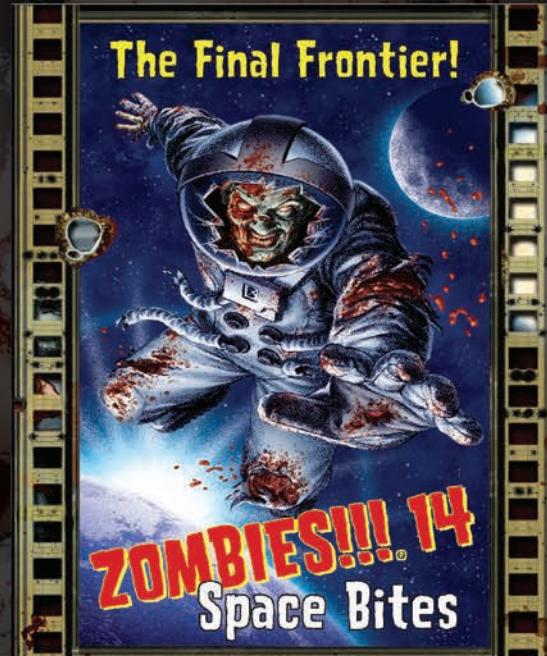
And Now It's Outta This World

Zombies!!! 14: Space Bites takes you out of this world, hopefully to live long and prosper. But this is no Hollywood script. Zombies plus a failing space station makes a happy ending highly unlikely...

GAME CONTENTS:

- 16 Map Tiles - Space Station • 30 Event Cards
- 9 Dice • Rules

Requires the **Zombies!!!** core set (TLC 2010 or 2011) to play.



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October 2015

HOLD YOUR BREATH (MDG 4312)

From Mayday Games, reviewed by Rebecca Kaufeld

After tumbling off the plank into icy ocean waves, out-swimming a man-eating shark rather than becoming breakfast, and surviving long enough to see the lost paradise of the seven seas, a diving contest didn't seem so bad.

At least, it seemed like a good idea at the time.

That was before you found yourself 20,000 leagues under the surface to prove your worth as the master diver of them all. But sharks still lurk beneath the waves, and there are only so many dolphins to help. And nobody's seen a kraken yet, so that's good... right?

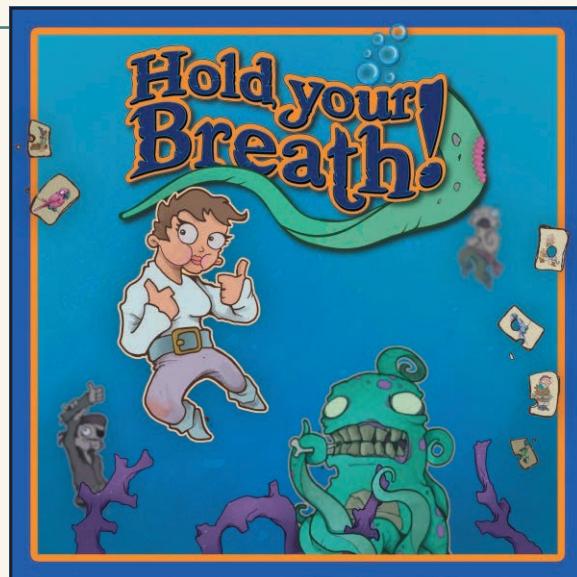
In *Hold Your Breath*, players compete as Mayday's next generation of stupid pirates, each one determined to prove that he or she is the greatest diver of them all. Of course, only the most successful divers will reach the bottom and make it back alive. Are you up for the challenge?

Players begin with a hand of five cards to guide their swimming adventure. Nearly all cards contain one of two icons: a cluster of bubbles or a pair of swimming fins. The bubbles represent the pirates' air. Since one can only swim as long as he or she has air, the pirates' descent and ascent in the icy blue are regulated by the amount of air they have. The more air, the farther they can move – if they have the right cards.

After selecting the proper amount of bubbles for the movement, players then add a pair of swimming fins to designate the distance their pirate will travel along the scoring track; for example, 5 bubbles will give enough air to travel 5 spaces, so a card with 5 swimming fins can be played to actually move the pirate.

It is worth noting that while players may have extra air left over without moving; that is, playing 10 air bubbles but only 5 fins, it's generally not a good idea to try to move without air. Instead, the turn ends and proceeds to the next player.

Now, anyone who has gone swimming recently will explain that air and fins aren't the only things that help you swim in the water. Another key tactic is to STAY CALM. Consequently, pirates can play Panic! Cards to cause chaos in the water and stop each other from continuing down the scoreboard. Calm cards negate this, allowing the pirates to relax and continue swimming on their way.



shark appears on the table, it will not leave. Instead, it visits different players, forcing them to stop in their tracks and calm down before continuing on their way – a surefire way to stall someone from either diving or reaching the surface.

Disturbed by the shark's prowling, the mysterious kraken may also awaken and join in the fun. The monstrous kraken has two main effects: either to frighten the shark away (causing it to hunt a different player), or force all players holding five cards to discard a card (and have one less chance to swim farther than the others). This differs from a normal discard action, when only one player would discard a card, because the kraken successfully scares more than one pirate.

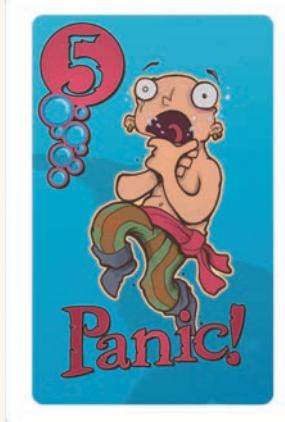
Finally, one last ocean creature rises from the depths to greet the pirates: the dolphin. Dolphins are known to be kind and helpful in nature, and this one is no different; he acts as a wild card, turning into whatever kind of action the player prefers. Whether a Swim, Air, Panic, Calm, Draw, Discard, or even Shark or Kraken, the dolphin becomes whatever card needed to help its pirate achieve legendary diver status.

The game ends after all pirates have descended into the briny deep, reached the lowest depth possible, and catapulted back to the surface. Only a surviving pirate may win the challenge, and so when the lucky few return and breath the salty air, the most daring (or stupid) pirate wins!

This game is suitable for pirates ages 8 and up, making it a great holiday or New Year addition to your shelf. It entertains 2-4 players, and plays in just over 15-minutes, making it one of the fastest games in the industry as well! With the help of ravenous sharks, mysterious kraken, and multitalented dolphins, you, too, could be named the most daring pirate of them all. Do you have what it takes to brave the Seven Seas?

•••

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



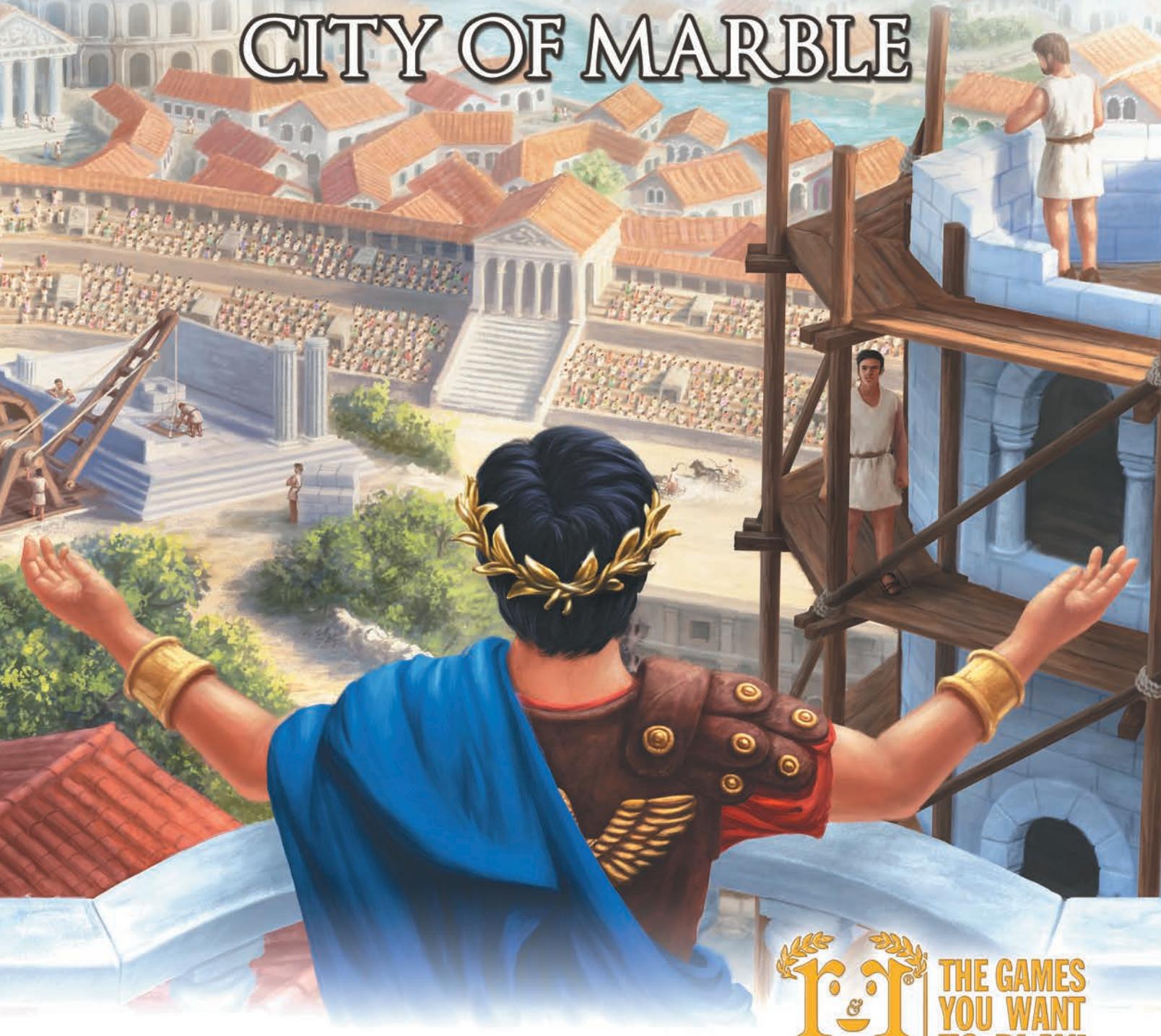
Descending and ascending in the surf is a fairly exciting game on its own, with panic and some chaos thrown into the mix. However, word travels quickly in these waters, and it won't be long before visitors appear.

The most terrifying appearance is the looming shark. In addition to acting as a second Panic card (and requiring the frightened pirate to spend a Calm card to make the shark move), once the

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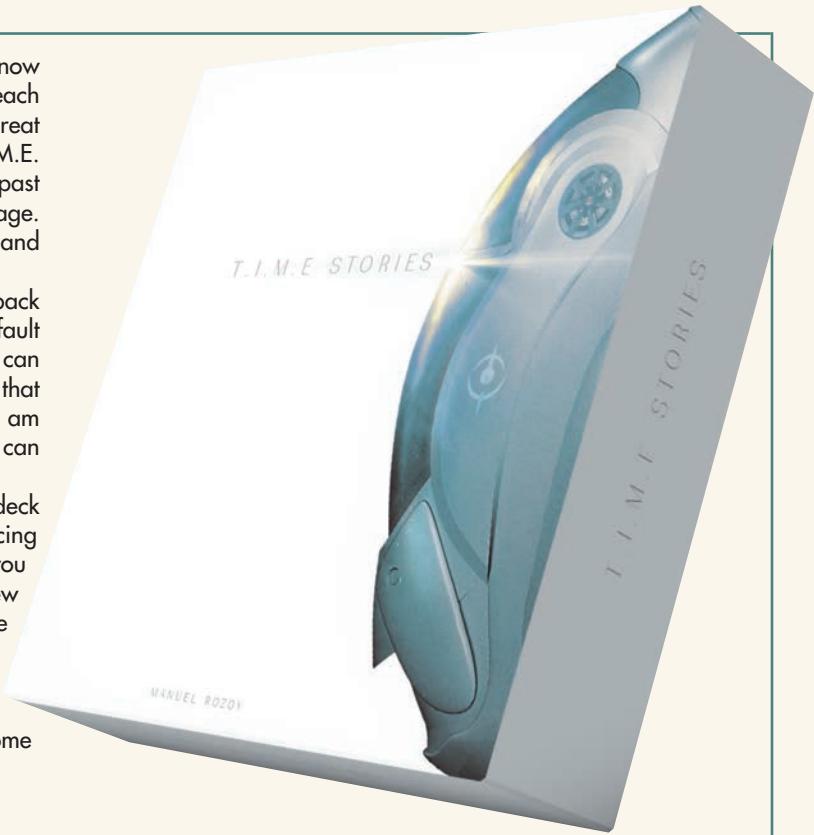
T.I.M.E. STORIES (ASM TSO1US)

From Asmodee Editions, reviewed by Thomas Riccardi

With the discovery of a new technology, the universe as we know it has become imperiled. Alternate realities have appeared and each of these realities can present a danger to our own. With this threat the Tachyon Insertion in Major Events Agency was created (or T.I.M.E. Agency). You will be projected into a body already living in the past as not to disrupt the time continuum and cause irreparable damage. This is the setting of *T.I.M.E. Stories*, created by Manuel Rozoy and published by Asmodee Editions.

The first installment of *T.I.M.E. Stories* is *Asylum* as you travel back to Paris in the year 1921. Your mission is to prevent a temporal fault from occurring in this time period and the failure to stop this can bring upon catastrophic results. Now, there are some reviews that give away the plot of the game, but instead of me doing that I am going to focus more on how the game is played and the rest you can discover on your own.

Players begin by setting up the board and shuffling the deck of cards that comes with the game. You enter the base by placing all six cards down on the game board as every environment you enter is presented this way giving the players a panoramic view of the location. Also, four of the plan cards are set up on the board showing which areas the agents can visit. Some locations are sealed until you fulfill a condition that is described on the back. The players can choose which receptacle they want to inhabit as some are more advantageous than others (while some start with items that you may need later).



As you begin exploring the areas or moving from place to place you need to expend Temporal Units (TU). However, you need to keep track of these units and that is what the Time Captain's role is. This player needs to not only keep track of the TU expended, but also read aloud card locations and also break up disputes that may occur in courses of action. During the course of your exploration you will encounter situations that will test your will and resolve. During these tests you need to roll against one of your attributes: Deftness (agility), Glibness, or Strength (Combat). As you roll the die the number of hits will remove the number of shields from left to right. If an opponent has no more shields then you have defeated the opponent. There is also an automatic failure that can be reached as well and that might result either in loss of life points or TU, and both are critical for the mission at hand. If your receptacle has lost their last life point, it dies and can re-enter play - but from seven (7) TU where the time marker

currently is. During that time that player cannot assist others, but can discuss freely with their fellow agents. Items also come into play when either searching or defeating enemies, and some of the items bear the agency's logo on them. This means that you can use this item on the next run giving you an advantage in the next scenario.

What sets *T.I.M.E. Stories* apart from the rest of the pack is that this is a cooperative game. You must interact and communicate with the other players in order to achieve success, because you can fail a mission in three ways: All the agents are dead, the time marker reaches zero, or a specific situation causes the mission to fail. You must work together, spending the TU wisely and listening to all the clues so you can complete the mission.

One of the best features about *T.I.M.E. Stories* is that this experience does not stop with the core set. Asmodee is planning on releasing modules for this game, so agents will be able to go to any time and genre that they want: *The Marcy Case* (which is a thriller set in a small American town), *Under the Mask* (set in Egypt at the time of the Pharaohs), and *The Prophecy of Dragons* (set in the world of swords and sorcery). And, just think, if these three expansions don't get you excited about this system what else could they release in the future? Spies, pirates, and space travel - it is ALL possible within the *T.I.M.E. Stories* system and all you need is the core game to play.

With a unique setting, cooperative gameplay, and a well-designed, aesthetically pleasing format, *T.I.M.E. Stories* is a game you need to check out. For more information on this and future expansions head over to www.asmodee.com and get ready to go back in time!

•••

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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BATMAN FLUXX (LOO 067-S)

From Looney Labs, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"

There is a ton of *Fluxx* game options out there! The good news is for first-timers, once you've played *Fluxx*, you've mastered the basics of how to play *any* version of *Fluxx*. The fun part about buying the different versions is the themes they provide, and unique actions that can happen based on that theme. We personally have every version of *Fluxx* presently available. It is a great game to take with you on a trip – just a deck of cards – and as mentioned, easy to learn and play.

This review is on the Batman version. We loved Batman growing up, and we still do. It was nice to see some of our favorite characters in this deck.

Fluxx works very well for two players, but you can play with up to six people – it's a great party game!

WAS THIS GAME EASY TO LEARN?

Fluxx, hence its name, is an ever-changing rules game. Once you comprehend the basics, the new rules that emerge during the game just fall into place.

HOW IS IT PLAYED?

There is one card in the deck called "Basic Rules" – place that card on the table for all to see. The rules that are on the table tell you how to play the game. The basic rules are very simple: On your turn, you draw one card from the draw pile and play one card from your hand. Shuffle the rest of the cards, and give three cards to each player to start the game.

On a player's turn, they apply whatever the rules currently say. For example, in the first turn,

Jane picks up a card from the draw pile and then plays one from her hand. There are many different types of cards you can play:

- New Rule:** These are placed on the table near the original Basic Rules card. They change how the game is played. For example, Jane places a "Draw Four" card, so now, on each person's turn, you draw four cards from the draw deck and play only one of them.
- Keeper Card:** These cards represent objects or characters. When you play this card, you just place it in front of you and "keep" it. These cards are what you use to win the game. Depending on what the game goal is, you need to collect the appropriate keepers in front of you to win. On Phil's turn, he put down the "Robin" keeper card, as an example.
- Goal Card:** Goal cards are how to "win" the game. When a goal card is played, it is placed on the table for everyone to see what the new goal is. The goal may be to have Batman and Robin "keeper" cards in front of you to win. However, just when you think you are about to win the game, someone can change the goal card on his or her turn!
- Action Cards:** Action cards do many different things; you just have to decide the appropriate time to use them. For example, Jane had an action card to "Trash a New Rule" – this would allow her to take a new rule that was placed ("Draw Four" for example) off the table. Note that you cannot take away the Basic Rules. Sometimes rule cards can get chaotic when there are too many of them on the table, so this is a great action to take at that time.
- Creeper Cards:** Just when you think this game is easy to win, along come Creeper cards! As soon as you draw one of these, you must place it in front of you and draw again. Creeper cards represent the villains of the Batman world, like the Joker, Poison



Ivy, and the Riddler. Now, if the Goal Card in play includes a Creeper that you have, you can win the game. However, if the goal card only requires "good guys" or Keeper cards – and ANY Creepers are on the table – you cannot win until they are gone. There are action cards that give you the ability to eliminate them, but they are rare.

- Surprise Cards:** These are another type of action card, but they do not have to be played on your turn – they can be played anytime. Hence... SURPRISE!

Each player takes his or her turn until someone meets the current goal that is in play. If for any reason the draw pile runs out, just reshuffle.

The big difference between *Batman Fluxx* and other versions of *Fluxx* is that if any Creeper cards are showing, you cannot win if you are trying to match a heroes-only goal.

We love this game because the rules are literally different every time you play it!

HOW WAS THE TIMING OF THE GAME?

The time it takes to play a game of *Fluxx* can vary dramatically, regardless of which version you choose. Because the game is always in "Fluxx", it could take 5-minutes, or it could literally take over an hour! Although, to be fair, I do not think we have ever personally had a game go that long.

If you are looking for more game reviews for two players, check out our show on You Tube – Table for Two Show – you can also find us on Facebook under "Table for Two Show" and @tablefortwoshow on Twitter!

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Jane and Phil love gaming, are best friends, and got married nine years ago after meeting at a software conference at Disneyworld!



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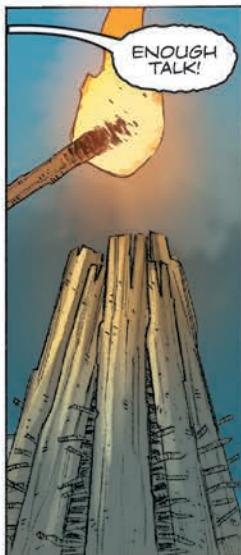
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